

The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

014/014 T
CMR • EN Volkan Baga

™ & © 2020 Wizards of the Coast



The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

014/014 T
CMR • EN Volkan Baga

™ & © 2020 Wizards of the Coast



The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

014/014 T
CMR • EN Volkan Baga

™ & © 2020 Wizards of the Coast



The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

014/014 T
CMR • EN Volkan Baga

™ & © 2020 Wizards of the Coast



The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

014/014 T
CMR • EN Volkan Baga

™ & © 2020 Wizards of the Coast



The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

014/014 T
CMR • EN Volkan Baga

™ & © 2020 Wizards of the Coast



The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

014/014 T
CMR • EN Volkan Baga

™ & © 2020 Wizards of the Coast



The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

014/014 T
CMR • EN Volkan Baga

™ & © 2020 Wizards of the Coast



The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

014/014 T
CMR • EN Volkan Baga

™ & © 2020 Wizards of the Coast