

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.

H 0017
FRC • EN ✍ LAUREN AYREY

™ & © 2026 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.

H 0017
FRC • EN ✍ LAUREN AYREY

™ & © 2026 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.

H 0017
FRC • EN ✍ LAUREN AYREY

™ & © 2026 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.

H 0017
FRC • EN ✍ LAUREN AYREY

™ & © 2026 Wizards of the Coast