

The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast



The Monarch

At the beginning your end step, draw a card.

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

001/012
CN2 • EN Mike Bierek

™ & © 2016 Wizards of the Coast