**Fioran Reformist** 2



**Creature — Human Advisor** R

When CARDNAME enters the battlefield, if a player is the monarch, get rid of the monarchy. Democracy is in effect until CARDNAME leaves the battlefield. *(At the beginning of each player's end step, if they control more creatures than each other player, they draw a card. Players can't become the monarch.)*

CONFIDENTIAL 7/13/2023 DA1 RW03 3 / 3

**Fioran Reformist** 2



**Creature — Human Advisor** R

When CARDNAME enters the battlefield, if a player is the monarch, get rid of the monarchy. Democracy is in effect until CARDNAME leaves the battlefield. *(At the beginning of each player's end step, if they control more creatures than each other player, they draw a card. Players can't become the monarch.)*

CONFIDENTIAL 7/13/2023 DA1 RW03 3 / 3

**Fioran Reformist** 2



**Creature — Human Advisor** R

When CARDNAME enters the battlefield, if a player is the monarch, get rid of the monarchy. Democracy is in effect until CARDNAME leaves the battlefield. *(At the beginning of each player's end step, if they control more creatures than each other player, they draw a card. Players can't become the monarch.)*

CONFIDENTIAL 7/13/2023 DA1 RW03 3 / 3

**Fioran Reformist** 2



**Creature — Human Advisor** R

When CARDNAME enters the battlefield, if a player is the monarch, get rid of the monarchy. Democracy is in effect until CARDNAME leaves the battlefield. *(At the beginning of each player's end step, if they control more creatures than each other player, they draw a card. Players can't become the monarch.)*

CONFIDENTIAL 7/13/2023 DA1 RW03 3 / 3