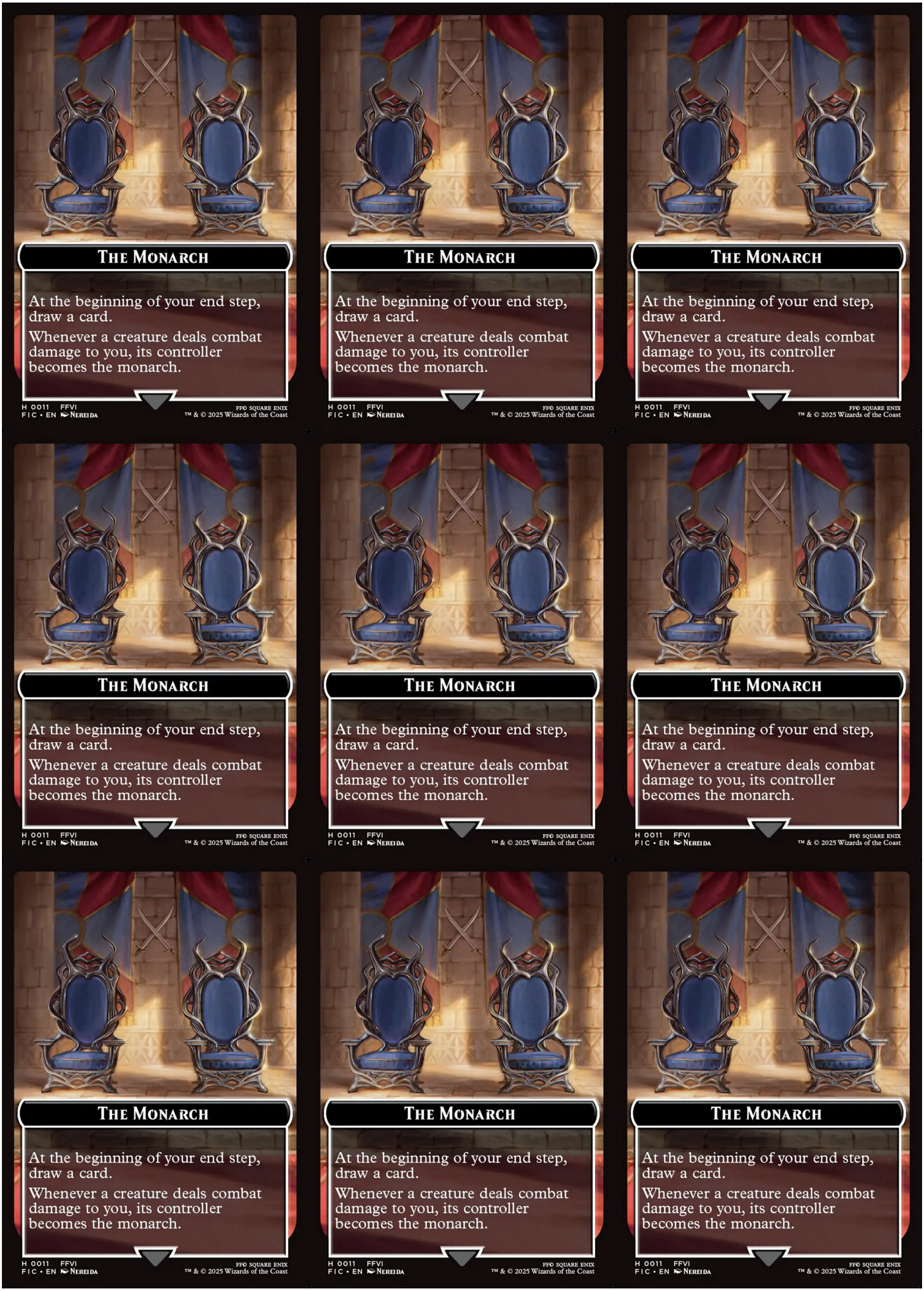
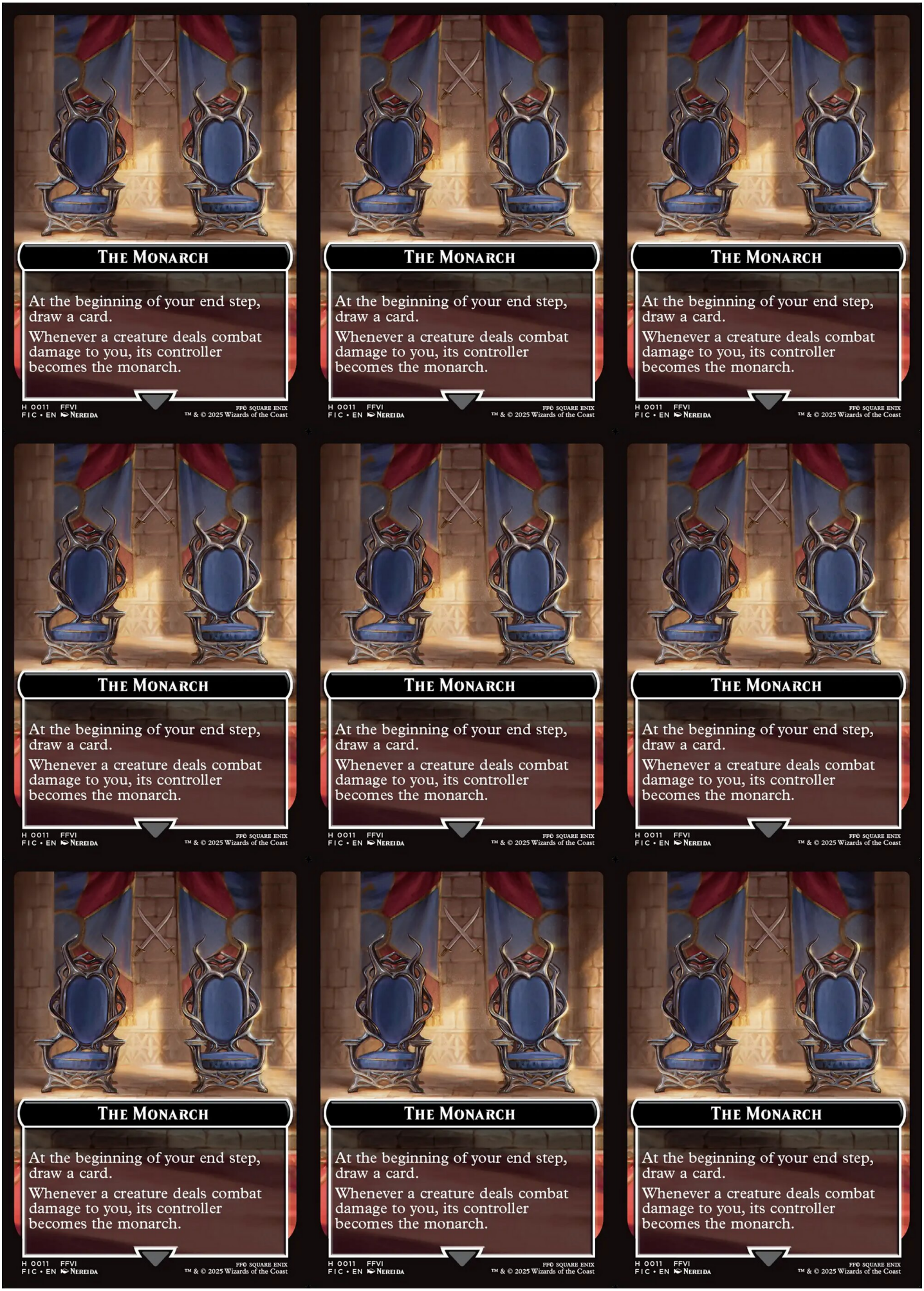
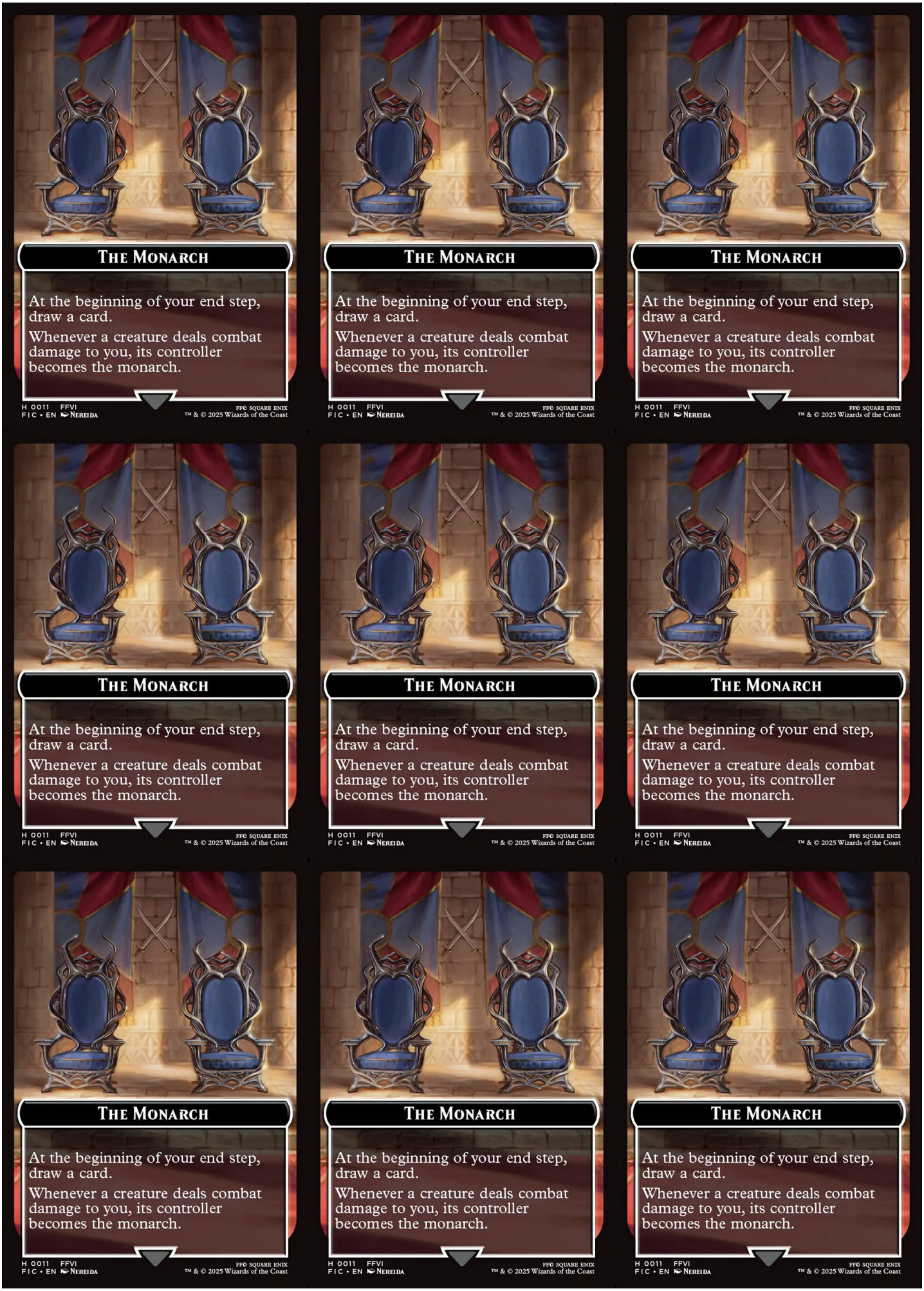
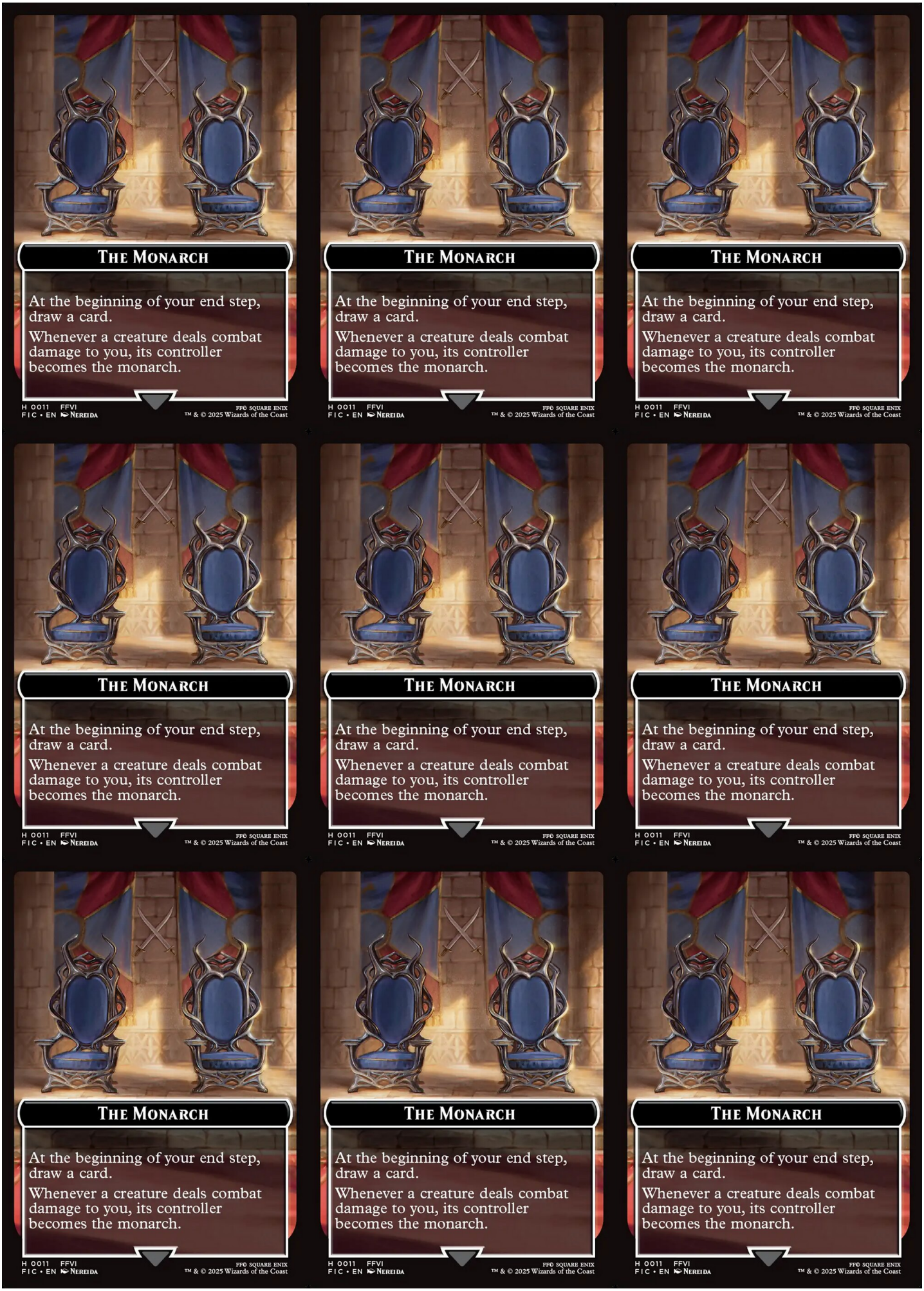

THE MONARCH
At the beginning of your end step, draw a card.
Whenever a creature deals combat damage to you, its controller becomes the monarch.
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