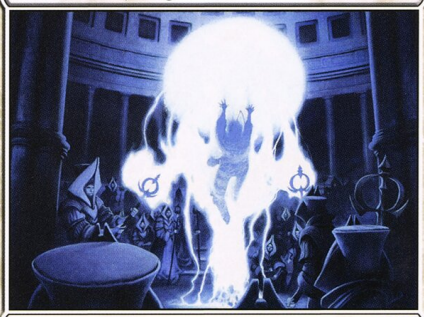
Council's Judgment



Sorcery

Will of the council — Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.

When its power is threatened, the council speaks with a unified voice.

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