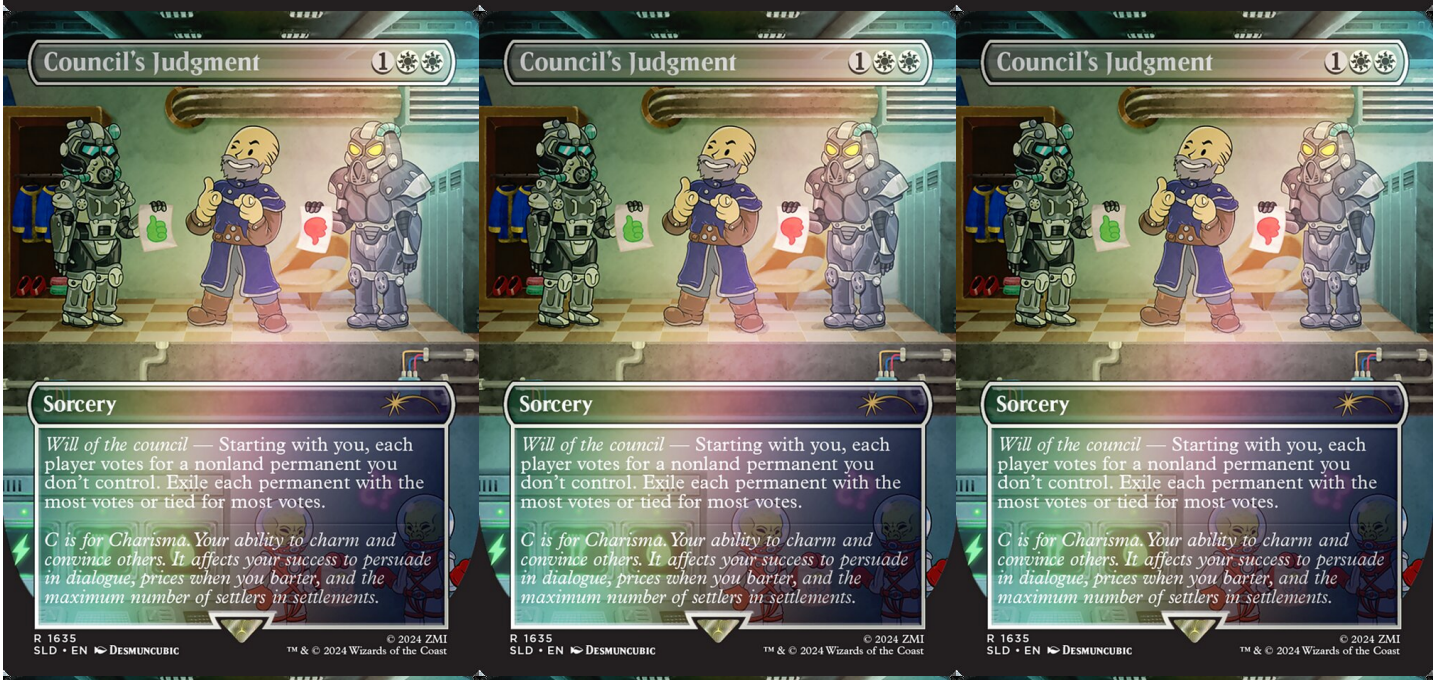
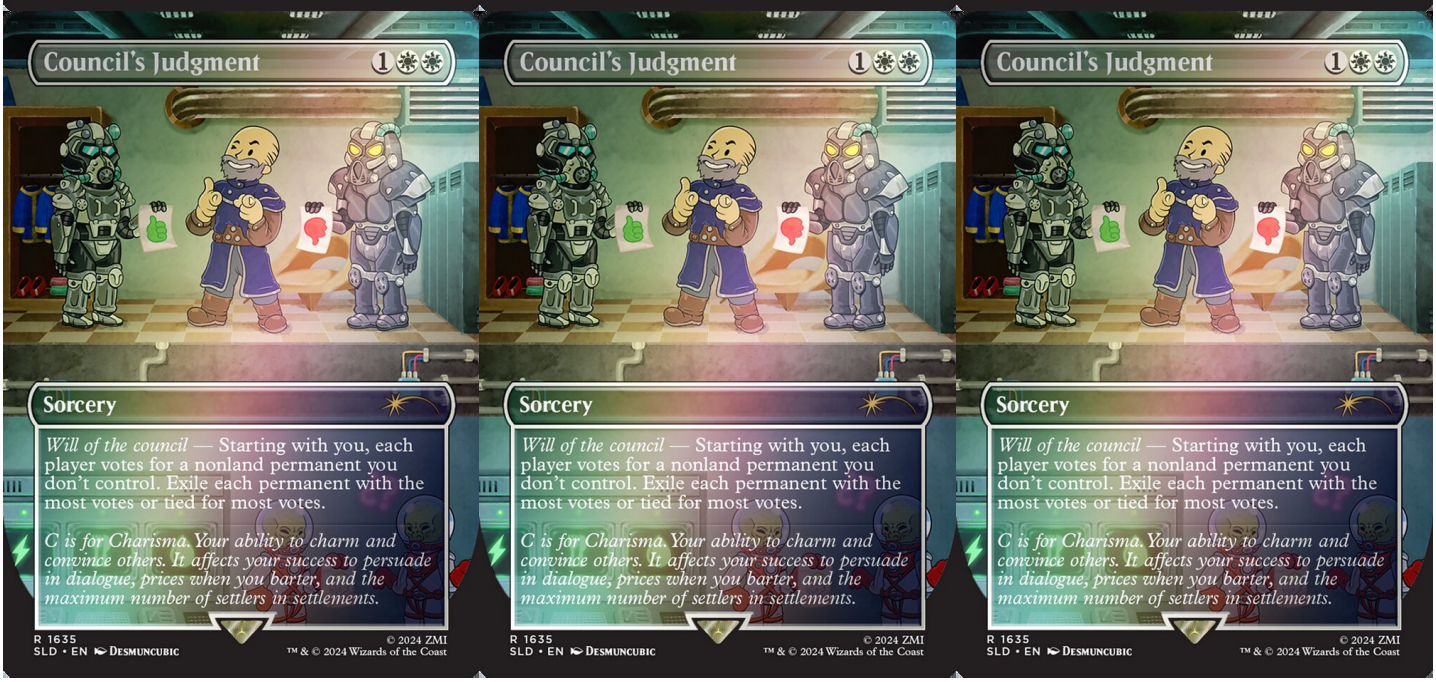

Council's Judgment
1
Sorcery
Will of the council — Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.
C is for Charisma. Your ability to charm and convince others. It affects your success to persuade in dialogue, prices when you barter, and the maximum number of settlers in settlements.
R 1635
SLD • EN
DESMUNCUBIC
© 2024 ZMI
™ & © 2024 Wizards of the Coast

Council's Judgment
1
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.
C is for Charisma. Your ability to charm and convince others. It affects your success to persuade in dialogue, prices when you barter, and the maximum number of settlers in settlements.
R 1635
SLD • EN
DESMUNCUBIC
© 2024 ZMI
™ & © 2024 Wizards of the Coast

Council's Judgment
1
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.
C is for Charisma. Your ability to charm and convince others. It affects your success to persuade in dialogue, prices when you barter, and the maximum number of settlers in settlements.
R 1635
SLD • EN
DESMUNCUBIC
© 2024 ZMI
™ & © 2024 Wizards of the Coast