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.

R 0057
CLU • EN Key Walker
™ & © 2024 Wizards of the Coast

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.

R 0057
CLU • EN Key Walker
™ & © 2024 Wizards of the Coast

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.

R 0057
CLU • EN Key Walker
™ & © 2024 Wizards of the Coast

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.

R 0057
CLU • EN Key Walker
™ & © 2024 Wizards of the Coast

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.

R 0057
CLU • EN Key Walker
™ & © 2024 Wizards of the Coast

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.

R 0057
CLU • EN Key Walker
™ & © 2024 Wizards of the Coast

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.

R 0057
CLU • EN Key Walker
™ & © 2024 Wizards of the Coast

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.

R 0057
CLU • EN Key Walker
™ & © 2024 Wizards of the Coast

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.

R 0057
CLU • EN Key Walker
™ & © 2024 Wizards of the Coast