Trial of a Time Lord

{1}{W}{W}

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)



I, II, III — Exile target nontoken creature an opponent controls until Trial of a Time Lord leaves the battlefield.

IV — Starting with you, each player votes for innocent or guilty. If guilty gets more votes, the owner of each card exiled with Trial of a Time Lord puts that card on the bottom of their library.

Enchantment — Saga

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