Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7

Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7

Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7

Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7

Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7

Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7

Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7

Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7

Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella

Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

000 / 221 M
PZ2 • EN Zack Stella