
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.
"Our ruling is final."
0000 / 115
PRM • EN
Jeff Simpson

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.
"Our ruling is final."
0000 / 115
PRM • EN
Jeff Simpson