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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast

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.

030/221 M
CN2 • EN
Zack Stella

™ & © 2016 Wizards of the Coast