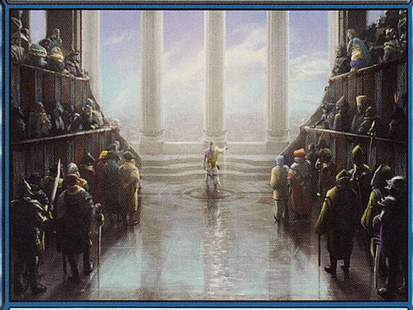
Plea for Power



Sorcery

Will of the council — Starting with you, each player votes for time or knowledge. If time gets more votes, take an extra turn after this one. If knowledge gets more votes or the vote is tied, draw three cards.

John Severin Brassell

™ & © 2014 Wizards of the Coast 24/210