## Path of the Schemer



**Sorcery**

Each player mills two cards. Then you put a creature card from a graveyard onto the battlefield under your control. It's an artifact in addition to its other types.

*Will of the Planeswalkers* — Starting with you, each player votes for planeswalk or chaos. If planeswalk gets more votes, planeswalk. If chaos gets more votes or the vote is tied, chaos ensues.

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