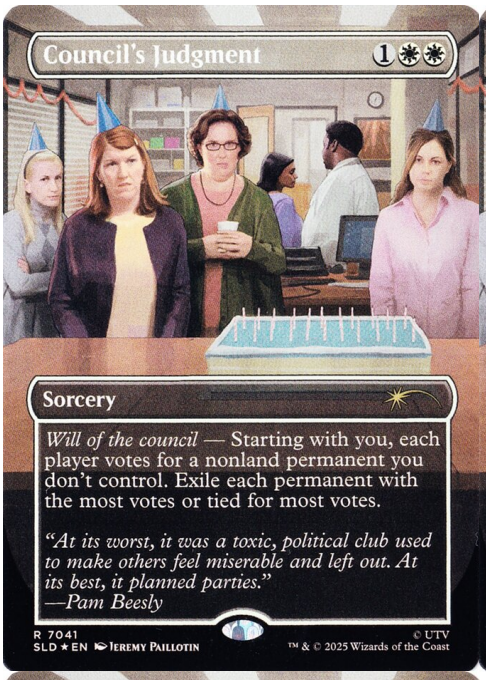
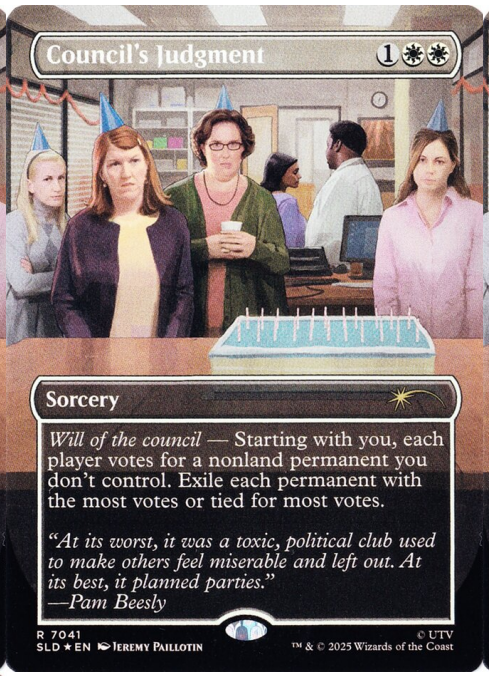
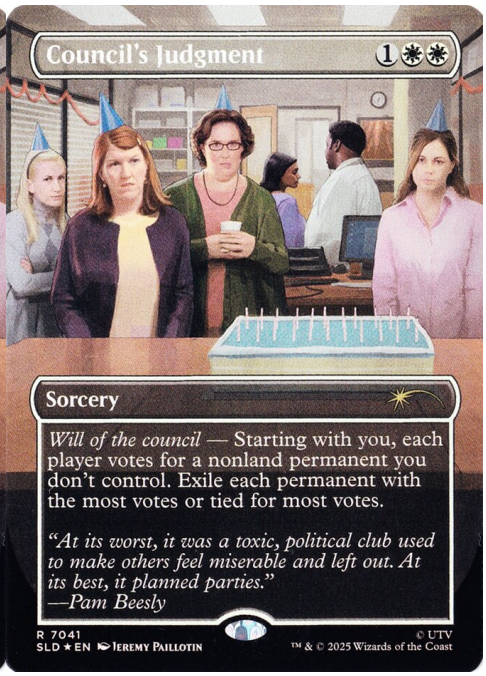
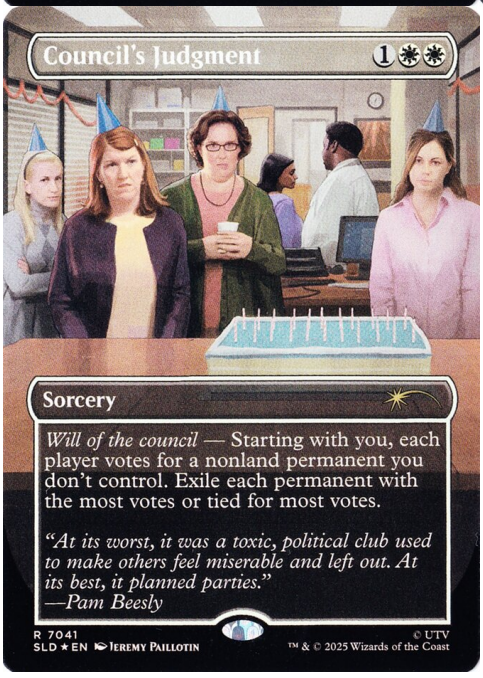

Council's Judgment
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Sorcery
Will of the council — Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.
"At its worst, it was a toxic, political club used to make others feel miserable and left out. At its best, it planned parties."
—Pam Beesly
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