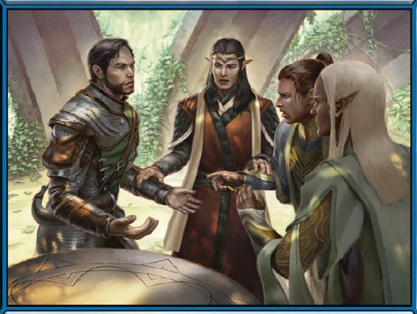
Plea for Power



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.

"Smoke rises once more from Mount Doom. The power of the Black Land grows and we are hard beset."
—Boromir

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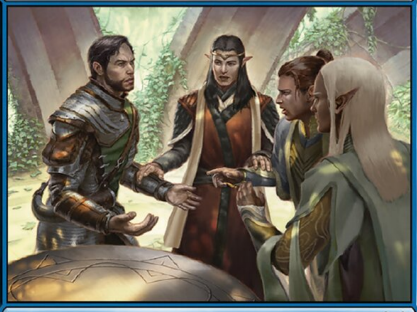
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