

Complimentary Protections 2*

Enchantment B90

As Complimentary Protections comes into play, chose a basic land type.

Whenever the chosen land type becomes tapped, you may gain 1 life.

Noah Weil 1/45

Cyclonic Vanguard 1**

Creature — Bird Soldier B90

Flying, Vigilance. Cyclonic Vanguard doesn't untap as normal during your untap step.

☞: Tap target creature. That creature doesn't untap as normal as long as Cyclonic Vanguard remains tapped.

2/2

Noah Weil 2/45

Delving Luddite 1*

Creature — Spirit B90

Defender, Flying, Knowledge Seek: 5

When Delving Luddite comes into play, Delving Luddite destroys up to X target artifacts or enchantments, where X is the number of cards underneath Delving Luddite before Delving Luddite came into play.

0/5

Noah Weil 3/45

Guardian O'er the Mane **

Creature — Spirit B90

Flying. Whenever Guardian O'er the Mane deals combat damage, you may gain that much life.

Guardian O'er the Mane may be played whenever you could play an instant as an aura that reads "enchanted creature gains +0/+2 and has "whenever enchanted creature deals combat damage, you may gain that much life"."

1/3

Noah Weil 4/45

Potential's Loss 1*

Instant B90

Draw a card for each creature card in the removed from the game zone.

"RFG doesn't mean as much as it used to."-Void Maw

Noah Weil 5/45

Spiritual Binder **

Creature — Cleric B90

Return target card in an opponent's graveyard to his hand, sacrifice Spiritual Binder: Target permanent gains protection from a color of your choice until end of turn.

2/2

Noah Weil 6/45

Warrior of Blunt Conviction 1**

Creature — Warrior B90

As Warrior of Blunt Conviction comes into play name a card type. Warrior of Blunt Conviction comes into play with protection of the chosen card type. (The options are creature, artifact, land, sorcery, instant, or enchantment.)

If the chosen card type is "creature", lose two life.

If the chosen card type is "land", gain two life.

2/2

Noah Weil 7/45

Cloistering Avian 2

Creature — Bird Sage B90

Flying, Knowledge Seek: 3.

☞☞2: Return Cloistering Avian from in play to your hand.

3/3

Noah Weil 8/45

Guiltmonger 2

Creature — Wizard B90

If a spell or ability controlled by an opponent causes you to discard Guiltmonger, target opponent loses 4 life.

☞: Until the end of turn, whenever target creature deals damage to a creature, target creature and the damaged creature are destroyed.

0/1

Noah Weil 9/45

Helping the Needy 1



Enchantment B90

Whenever a permanent becomes enchanted, you may draw a card.

Noah Weil 10/45

Idealistic Sprites 1



Creature — Fairy B90

Flying.

Sacrifice Idealistic Sprites: Return two target instant and/or sorcery cards from your graveyard to your hand. Use this ability only on a turn where you played two instants and/or sorceries.

Wow, that turn was amazing! You're so good!

1/1

Noah Weil 11/45

Incite Academia 1



Instant B90

Target creature spell without Knowledge Seek gains Knowledge Seek: 2.

Noah Weil 12/45

Pecking Order 3



Creature — Bird B90

Flying. Whenever Pecking Order deals combat damage, you may draw a card.

Pecking Order may be played whenever you could play an instant as an aura that reads "whenever enchanted creature deals combat damage, you may draw a card."

1/1

Noah Weil 13/45

Recuse 1



Instant B90

Return target permanent you control to its owner's hand. You may not play any more cards this turn.

Draw a card.

Noah Weil 14/45

Kuro's Illegitimate Son 2



Creature — Demon Baby B90

☠☠, Pay 1 life: Target creature gets -1/-1 until end of turn.

He's proud, but not proud enough to pay child support.

1/1

Noah Weil 15/45

Mausoleum Turkey 3




Creature — Zombie Turkey B90

Sacrifice Mausoleum Turkey: Two target creatures other than Mausoleum Turkey get +1/+1 drumstick counters. Tap those creatures; they don't untap as normal during their next untap step.

2/2

Noah Weil 16/45

Oblitron 3



Legendary Creature — Kitty Assassin B90

☠X, ☠, Discard X cards with converted mana costs four or higher: Destroy X target creatures.

"I've sold my eternal soul for the ability to kill, and one can of tuna."

2/2

Noah Weil 17/45

Peanut Sadist 1



Creature — Evil Peanut B90

Knowledge Seek: 2

When Peanut Sadist comes into play, each player loses X life, where X is the number of cards under Peanut Sadist before it came into play.

2/3

Noah Weil 18/45

Runeborne Virus 1

Enchantment B 3 0

Whenever you play an Instant, Sorcery, or Enchantment card, put a pathogen counter on target creature.

Each creature gets -1/-1 for each pathogen counter on it.

Is anyone else sick of Magic?

Noah Weij 19/45

Trembling Grotesque 2

Creature — Horror B 3 0

Fear.

Whenever Trembling Grotesque is the target of a spell or ability, sacrifice Trembling Grotesque.

Trembling Grotesque may be played whenever you could play an instant as an aura that reads "Enchanted creature gains +2/+2, Fear, and has 'Whenever enchanted creature becomes the target of a spell or ability, its controller sacrifices it'."

3/3

Noah Weij 20/45

Wistful Witch Doctor 2 3

Creature — Human Shaman B 3 0

Whenever a creature is sacrificed, put two +1/+1 counters on Wistful Witch Doctor.

2/3

Noah Weij 21/45

Culling Flame 1

Instant B 3 0

Each player chooses a creature they control that has the lowest toughness among all creatures they control. Culling Flame deals 3 damage to those creatures.

Cheap labor is always the first to get fired.

Noah Weij 22/45

Current Attraction 1 2

Enchantment B 3 0

Current Attraction comes into play with three charge counters on it. If at any time Current Attraction has no charge counters on it, sacrifice it.

At the beginning of your upkeep, remove a charge counter from Current Attraction. If you do, Current Attraction deals 2 damage to target creature or player.

Whenever a player plays a spell that deals exactly 2 or 3 damage, put a charge counter on Current Attraction.

Noah Weij 23/45

Delicious Sentient Peanut 1

Creature — Intelligent Peanut B 3 0

Sacrifice Delicious Sentient Peanut: Until the end of turn, when you tap a land for mana, add one more mana of that type to your pool. Until the end of turn, whenever you tap a land for mana, sacrifice that land.

Tastes so good! But...at what price?

2/1

Noah Weij 24/45

Dragon of the Scrying Flames 4 2 2

Creature — Dragon Sage B 3 0

Flying, Knowledge Seek: 3.

: Dragon of the Scrying Flames gains +X/+0, where X is the number of cards in your hand.

4/4

Noah Weij 25/45

Frenzied Fightmaster McFukUp 2 2

Legendary Creature — Mercenary B 3 0

As Frenzied Fightmaster McFukUp comes into play, tell a neighboring player the name of this card.

Flanking, Bushido:1, Rampage: 2

Frenzied Fightmaster McFukUp attacks each turn if able.

"In response to that land...kill you."

3/2

Noah Weij 26/45

Heart Blow 2

Instant B 3 0

Heart Blow deals 5 damage to target creature.

When Heart Blow goes to the graveyard, if Heart Blow was played this turn and no creatures were put into a graveyard this turn, you take 10 damage.

Noah Weij 27/45

Lightning Bug  

Creature — Insect **B30**

Haste, First Strike
 Lightning Bug may be played whenever you could play an instant as an aura that reads “enchanted creature gains +1/+1, first strike, and haste”.

2/1

Noah Weil 28/45

If You Got It...  

Instant **B30**

Target creature with power five or more gains +5/+5 until end of turn.

Noah Weil 29/45

Peanut Masher  

Creature — Mutant Peanut **B30**

Trample.
 Peanut Masher may be played whenever you could play an instant as an aura that reads “enchanted creature gains +2/+2 and trample”.

3/4

Noah Weil 30/45

Pins and Needles  

Enchantment-Aura **B30**

0: Enchanted creature takes two damage. Use this ability only when enchanted creature is attacking or blocking and only once each turn.

You may play Pins and Needles whenever you could play an instant.

Noah Weil 31/45

Resources Replenished  

Enchantment **B30**

0: Draw a card. Use this ability only when a land card goes to a graveyard, and only once each turn.

1, Sacrifice Resources Replenished: Return target land card from your graveyard to your hand.

Noah Weil 32/45

Rolling Displacement  

Enchantment **B30**

At the beginning of your upkeep, put a Dispersion counter on Rolling Displacement
 At the beginning of your draw step, destroy a target artifact or enchantment for every dispersion counter on Rolling Displacement.
 When Rolling Displacement is put into a graveyard from play, gain 4 life.

Noah Weil 33/45

Rootwalla Prime  

Creature — Lizard **B30**

: Rootwalla Prime gains +3/+3 until end of turn. You may play this ability only once per turn.

2/2

Noah Weil 34/45

Splitsville  

Creature — Ooze **B30**

Sacrifice Splitsville: Put two 1/1 Green Oozlings into play.
 Pay two life, sacrifice two Oozlings: Put Splitsville into play. Use this ability only when Splitsville is in the graveyard.

Welcome to Splitsville baby. Population: Goo.

2/2

Noah Weil 35/45

Cry In The Dark  

Sorcery **B30**

Reveal the top two cards of your library. If their total converted mana cost is five or less, put an X/X Black Demon token into play, where X is the total mana costs of the revealed cards. Otherwise, deal X damage to target creature. You may ignore this effect one time and instead reveal the next two cards, under the same conditions.
 If you revealed only two cards, reveal the next two cards of your library. On an even total converted mana cost, deal two damage to target player. Otherwise, draw a card. Remove all revealed cards from the game.

Noah Weil 36/45

Field Reporter 



Creature — Human Scout **B30**

Haste.

As Field Reporter comes into play, choose a number other than zero. Whenever your opponent receives damage equal to the chosen number, you may draw a card.

2/1

Noah Weil 37/45

Fighting Firebreathing With Firebreathing 



Enchantment **B30**

Whenever you discard a card, you may gain 3 life.

  , discard an artifact card: Destroy target artifact.

  , discard an enchantment card: Destroy target enchantment.

    , sacrifice Fighting Firebreathing With Firebreathing: Destroy target artifact or enchantment.

Noah Weil 38/45

Gravity Shards 



Enchantment **B30**

2    : Creatures you control gain flying until the end of turn.

2   , Sacrifice Gravity Shards: All creatures without flying gain -4/-4 until end of turn.

Noah Weil 39/45

Santa's Slay 



Legendary Saint Creature — Nick **B30**

When Santa's Slay comes into play, put X 1/1 Red and Green Reindeer tokens with flying into play. Santa's Slay has flying as long as you control a Reindeer.

Sacrifice a Reindeer: Santa's Slay deals one damage to target creature or player.

This is why my people don't celebrate Christmas.

3/3

Noah Weil 40/45

Stymied 



Instant **B30**

Return any cards on the stack controlled by an opponent to their owner's hand.

Prevent all combat damage that would be dealt this turn.

Noah Weil 41/45

Trickster Spirit 



Creature — Fox Spirit **B30**

When Trickster Spirit comes into play, flip a coin. If you win the flip Trickster Spirit gains +1/+1 and Flying. If you lose the flip, Trickster Spirit gains -1/-1 and Fear.

As long as Trickster Spirit is in play, any player may pay 2 life to negate the results of a coin-flip effect and flip again.

2/2

Noah Weil 42/45

Mystic Sluice 



Artifact **B30**

3 ,  : Counter target instant or sorcery spell unless its controller pays **4** .

Sometimes a spell gets caught in the nets, but a little push moves things along.

Noah Weil 43/45

Woodsmen and Pitbull Crank 



Artifact **B30**

4 ,  : Put a 2/2 Green Woodsman into play. Whenever there are four or more Woodsmen in play, sacrifice Woodsmen and Pitbull Crank and put four 2/2 Black Pitbulls into play.

Noah Weil 44/45

Peanut Tree



Land **B30**

 : Add **1** to your mana pool

3 ,  : Put a 0/1 Peanut token into play.

Sacrifice four Peanuts: Target creature gets +1/+2 until end of turn.

Noah Weil 45/45