

**Coin Royale** \*



**Creature — Copper** BQO

Takeback: 0  
 Coin Royale comes into play tapped.

*"I'm like a bad penny. Because I'm made of cardboard."*

1/2

Noah Weil 1/45

**Guilt Echo** 2\*



**Enchantment** BQO

Whenever a source an opponent controls deals damage to you, put a Suppress counter on Guilt Echo.

2, Remove a Suppress counter on Guilt Echo: Tap target permanent. That permanent doesn't untap as normal during its controller's next untap step.

4/4

Noah Weil 2/45

**Holy Emblem** 4\*\*\*



**Creature — Icon** BQO

All creatures you control are Angels in addition to their other creature types and gain "flying" and "vigilance".

4/4

Noah Weil 3/45

**Into the Arena** 3\*



**Enchantment — Aura** BQO

Enchant creature.

Enchanted creature has "During your upkeep, this deals damage equal to its power to another target creature you control. That creature deals damage equal to its power to this creature."

4/3

Noah Weil 4/45

**Mincing Direwolf** 2\*\*\*



**Creature — Hound** BQO

Trimple (*For every damage dealt to a creature beyond its toughness, that creature's controller gains that much life*)

4/3

Noah Weil 5/45

**Moon Phantom** 2\*\*\*



**Creature — Spirit** BQO

Takeback: 1\*

Flying

When Moon Phantom comes into play, destroy target artifact or enchantment.

1/1

Noah Weil 6/45

**Sanctified Revival** 1\*\*\*



**Sorcery** BQO

Tune: 1

Return target creature card from your graveyard to play. That creature comes into play with a +1/+1 counter for each non-white mana used to play Sanctified Revival.

4/4

Noah Weil 7/45

**Capricious Wyvern** 1



**Creature — Drake** BQO

Flying, Vigilance. Permanents don't untap as normal during your untap step.

During your upkeep, tap two untapped permanents you control or sacrifice Capricious Wyvern

4/4

Noah Weil 8/45

**Enigma Emblem** 4



**Creature — Icon** BQO

All creatures you control are Sphinxes in addition to their other creature types and gain "flying" and "whenever this creature deals damage to a player, draw a card and discard a card".

3/4

Noah Weil 9/45



**Keeping Up With the Joneses** 



**Enchantment**  **BQO**

Keeping Up With the Joneses comes into play as a copy of a non-land permanent. At the end of the turn, sacrifice this card. If you do, destroy all permanents with the same name as this card.

Noah Weil 10/45

**Protect the Persecuted** 



**Instant**  **BQO**

Counter target spell or ability that uses sacrifice as a cost.

Noah Weil 11/45

**Repeal From Reality** 



**Instant**  **BQO**

Return a target non-land permanent you control with converted mana cost X and a target non-land permanent you don't control with converted mana cost X to their owners' hands. Draw a card.

Noah Weil 12/45

**Scrimshaw** 



**Instant**  **BQO**

Target creature gains a permanent type. *(The options are land, enchantment, or artifact. This effect is perman-; doesn't end at end of turn)*  
Draw a card.

Noah Weil 13/45

**Study Press** 



**Sorcery**  **BQO**

Tune: 2  
Draw a card, then draw a card for each two mana spent on playing Study Press.

Noah Weil 14/45

**Affordable Justice** 



**Enchantment**  **BQO**

Whenever you discard a card, each other player discards a card.  
1 , Discard up to three cards, sacrifice Affordable Justice: Remove target card in a graveyard from the game. Use this ability only during a main phase.

Noah Weil 15/45


**Consumption Emblem** 





**Creature — Icon**  **BQO**

All creatures you control are Vampires in addition to their other creature types and gain "flying" and "whenever a creature is put into a graveyard this creature damaged this turn, this creature gets a +1/+1 counter."  
**4/4**

Noah Weil 16/45

**Flayvor of the Month** 



**Creature — Culture Assassin**  **BQO**

At the beginning of your upkeep, choose a color not yet chosen and put a Flay counter on Flayvor of the Month.  
At the beginning of your opponent's upkeep, each creature of the currently chosen color gets -1/-1 until end of turn for each Flay counter on Flayvor of the Month.  
**2/1**

Noah Weil 17/45

**Heart Thief** 



**Creature — Spirit Rogue**  **BQO**

Takeback: 5 \*  
When Heart Thief comes into play, remove it and target creature from the game.  
*"Hey I was using th-"*  
**1/1**

Noah Weil 18/45



**Icaran Scorn** 2 ♠



**Sorcery** BQ0

Each opponent sacrifices a creature for each creature they control with a landwalk, flying, or trample.

Noah Weij 19/45

**To Be or Not To Be** 3 ♠



**Sorcery** BQ0

Tune: **1**

To Be or Not To Be deals X damage to target creature, where X is the amount of Black mana spent on To Be or Not To Be. You gain that much life.

Noah Weij 20/45

**ZPOTUS** 1 ♠♠



**Creature — Zombie** BQ0

Fear.

♠: Regenerate. Whenever ZPOTUS is regenerated in this way, put a -1/-1 counter on a creature you control.

**2/2**

Noah Weij 21/45

**Back Burner** 1 ♠



**Instant** BQ0

Back Burner deals two damage to target creature you control and target creature you don't control.

Aftcast ♠: Back Burner deals one damage to target creature you control and target creature you don't control. *(Once per turn during your end step, you may reveal this and pay its aftcast cost for the effect.)*

Noah Weij 22/45

**Baying Point** 3 ♠



**Creature — Hound** BQ0

Haste.

Whenever Baying Point attacks, creatures you control cannot be blocked unless defending player pays **1** for each blocking creature.

**3/2**

Noah Weij 23/45

**Fury Emblem** 4 ♠♠




**Creature — Icon** BQ0

All creatures you control are Dragons in addition to their other creature types and gain "flying" and "♠: +1/+0 until end of turn".

**4/4**

Noah Weij 24/45

**Goblin Coke Dealer** 2 ♠♠



**Creature — Goblin Chemist** BQ0

When Goblin Coke Dealer comes into play, choose a creature type. All creatures of the chosen type get +1/-1.

**2/2**

Noah Weij 25/45

**Immolating Hellcat** 4 ♠♠



**Creature — Demon Cat** BQ0

Trample, Haste.

When Immolating Hellcat comes into play, target creature gets +2/-2 until end of turn.

**3/3**

Noah Weij 26/45

**Soft Earth** 1 ♠



**Enchantment** BQ0

Remove a land in a graveyard from the game: Target creature can't block this turn.

Remove three lands in a graveyard from the game: Creatures target player controls can't attack or block this turn.

Noah Weij 27/45



**Swollen Storm** 4



**Sorcery** BQO

Tune: 4

Swollen Storm deals two damage to target creature or player plus an additional two damage to a target creature or player for each four mana spent on Swollen Storm.

Noah Weil 28/45

**Bark to Basics** 1



**Enchantment** BQO

All Forests and Hounds gain "C": Add one mana of any color to your mana pool".

*"Stuck in the middle with you..."*

Noah Weil 29/45

**Blessing of Midgard** 2



**Sorcery** BQO

Write down the name of a creature you control, then your opponent chooses a creature you control. If your opponent guesses wrong, the creature you wrote down gets two +1/+1 counters, "trample" and "this creature can't be the target of spells or effects".

Noah Weil 30/45

**Camouflaged Boostmonger** 1



**Creature — Human Monk** BQO

Flash.

Camouflaged Boostmonger can only be played during combat. At the end of combat, return Camouflaged Boostmonger from play to your hand.

When Camouflaged Boostmonger comes into play, target creature gets +2/+1 until end of turn.

**2/2**

Noah Weil 31/45

**Carpe Elfum** 1



**Creature — Elf** BQO

When Carpe Elfum comes into play, if it's your second turn you may search your library for a basic land and put it into play tapped. Shuffle your library afterwards.

**2/1**

Noah Weil 32/45

**Denature** 1



**Instant** BQO

Target permanent loses all type and ability and becomes an artifact with "C": Add 2 to your mana pool."

Noah Weil 33/45

**Elvish Peacelord** 2



**Legendary Creature — Elf Priest Warrior** BQO

Tune: 2

Elvish Peacelord comes into play with X +1/+1 counters, where X is the amount of Green mana used to play Elvish Peacelord.

**0/1**

Noah Weil 34/45

**Nature Emblem** 4



**Creature — Icon** BQO

All creatures you control are Beasts in addition to their other creature types and gain +1/+1 and "trample".

**4/4**

Noah Weil 35/45

**Everyone's an Addict** 1



**Enchantment** BQO

At the beginning of your upkeep, if a creature you own is removed from the game, you may put all cards you own removed from the game in your graveyard. If you do, destroy target creature.

*Proof in a higher being? Sure. Proof he likes us? Still working on that one.*

Noah Weil 36/45



**Full Circle** ☠☠



**Instant** BQO

Until end of turn, all permanents you control have "1", sacrifice this: Draw a card".

Noah Weil 37/45

**Gravity Drive** 2☀☁



**Enchantment** BQO

Tap ten untapped permanents you control: Tap ten target permanents you don't control.

*"Quit it! I don't care what's at the center of the Earth!"*

Noah Weil 38/45

**Now I Know My D-I-E's** ☠☀



**Creature — Speller Shaper** BQO

☠☀, ☁, Discard a card: Write down a letter. Play this only on your turn.

Whenever you have spelled a word, sacrifice Now I Know My D-I-E's. Now I Know My D-I-E's deals damage to a player and all creatures he controls equal to the number of letters in that word.

**2/2**

Noah Weil 39/45

**Secret Santa** 3☠☁☁



**Legendary Creature — Holiday Ninja** BQO

Jewjitsu: ☁☁☁ (It's like ninjutsu, but you have to say "Shalom!" as part of the cost.)

Whenever Secret Santa deals damage to a player, you may exchange control of a permanent you control and a permanent you don't control of the same type.

**2/3**

Noah Weil 40/45

**The Golden Path** 1☠☁☀



**Enchantment** BQO

At the beginning of your upkeep, if a creature you control hasn't tapped, attacked, or blocked since your last upkeep, put a Zen counter on it.

Creatures with three or more Zen counters are flying and indestructible.

Noah Weil 41/45

**Infused Earthgem** 2



**Artifact Creature** BQO

Tune: 1

Infused Earthgem comes into play with X-1 charge counters, where X is the amount of mana used to play Infused Earthgem.

☁: Add X colorless mana to your mana pool, where X is the number of charge counters on Infused Earthgem.

**1/1**

Noah Weil 42/45

**Stone of Mediocracy** 4



**Artifact** BQO

Whenever a player would have five or more mana in his or her pool, that player only has four instead.

Whenever a player or creature would receive five or more damage, that player or creature receives four instead.

Noah Weil 43/45

**Stone of Meritocracy** 2



**Artifact** BQO

At the beginning of each player's upkeep, if that player has more life than every opponent, that player gains one life and each opponent loses one life.

Noah Weil 44/45

**Shallow Quarry**



**Land** BQO

☁: Add one mana of any color to your mana pool. At end of turn, remove Shallow Quarry from the game.

1: Put Shallow Quarry into play. Use this ability only if Shallow Quarry is removed from the game.

Noah Weil 45/45