

The background is a dark, stylized illustration. In the center, a large, dark, triangular shape represents a town or city, with a central vertical line suggesting a street or a tower. To the left and right of this central shape are smaller, angular shapes representing buildings. Above the town, a large, pale, circular sun or moon is visible, with a face-like pattern inside. The sky is filled with faint, curved lines and small circles. On the right side, a large, flowing, white, smoke-like or ribbon-like shape rises from the bottom, curving upwards and to the left. The overall color palette is dark, with shades of blue, grey, and black, accented by the white smoke and the pale sun/moon.

Port Noon

*A 266 card custom standard set
by Kogane*

Set Pitch

A top-down Magic: the Gathering custom set based on the world of Cultist Simulator.

- [Cultist Simulator](#) is a game developed by [Weather Factory](#).
- Invoking Forge, the world building has been reshaped to feel more similar to the planes of Magic: the Gathering.

The mindset of a cult leader.

- Cultist Simulator evoked the feeling of meddling with higher powers and control over followers. This set aims to replicate that feeling.
- Flavor Text is often transposed from the game, as this set doesn't fully alter the supernatural elements of its world.

A set with disposable creatures.

- This set aims to facilitate making use of despicable creatures with sacrifice, buff, and token themes.

GROW YOUR CULT.

Mechanical Showcase:

Induct

Induct (Create a 0/1 Cleric creature token with “Sacrifice two other Clerics: Transform this creature.” It transforms into a 4/4 God Horror creature token that can’t block.)

Induct is a token mechanic, creating disposable creatures as well as a way to create a God, which increases the strength of certain cards in the set.

Ignite Fervor



Instant



Induct. (Create a 0/1 Cleric creature token with “Sacrifice two other Clerics: Transform this creature.” It transforms into a 4/4 God Horror creature token that can’t block.)

1 **, Exile Ignite Fervor from your graveyard: Induct twice.

A passion is a key resource for manipulation.

031/276 C
PTN • EN • OLIVERBECK

Kogane

Unceasing Initiation



Sorcery



Return target creature card from your graveyard to your hand. If it’s a Cleric card, induct. (Create a 0/1 Cleric creature token with “Sacrifice two other Clerics: Transform this creature.” It transforms into a 4/4 God Horror creature token that can’t block.)

194/276 C
PTN • EN • YURI HILL

Kogane

Take Prisoners



Instant



Target creature gets -4/-0 until end of turn. Induct (Create a 0/1 Cleric creature token with “Sacrifice two other Clerics: Transform this creature.” It transforms into a 4/4 God Horror creature token that can’t block.)

081/276 C
PTN • EN • DAVIDE LAZZONI

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YOU ARE SEEING THINGS.

Mechanical Showcase:

Foretell

Foretell {cost} (During your turn, you may pay 2 and exile this card from your hand face down. Play it on a later turn for its foretell cost.)

Foretell is a returning mechanic that allows you to spend mana to cast spells during a later turn. Unlike Kaldhiem, Port Noon explores design space beyond mana-banking. In addition, some of the rules of Foretell have been altered.

Foretell seeks to express glimpses into the Mansus and the influences these visions have in the Wake.

COMPREHENSIVE RULE CHANGES.

702.143a Foretell is a keyword that functions while the card with foretell is in a player's hand. Anytime a player has priority during their turn, that player may pay {2} and exile a card with foretell from their hand face down. That player may look at that card as long as it remains in exile. They may ~~cast~~ **play** that card after the current turn has ended by paying any foretell cost it has rather than paying that spell's mana cost. Casting a spell this way follows the rules for paying alternative costs in rules 601.2b and 601.2f–h.

702.143d If an effect states that a card in exile becomes foretold, that card becomes a foretold card. That effect may give the card a foretell cost, **if it doesn't, its mana cost becomes its foretell cost**. That card's owner may look at that card as long as it remains in exile and it may be cast for any foretell cost it has after the turn it became a foretold card has ended, even if the resulting spell doesn't have foretell.

Why the Changes?

Making cards foretold without specifying a mana cost allows for it to appear more frequently and at lower rarities. Because foretelling an unknown card is possible within the set, lands becoming foretold just to sit in exile felt really bad, thus replacing cast with play solves the feel bad moment of those scenarios.

Rite of Twins' Union

3



Sorcery



Create a token that's a copy of target creature. If this spell was cast from exile, create two of those tokens instead.

Foretell 3 (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

072/276 R
PTN • EN ZOMA PHAMOZ

Kogane

Subverted Cyprian

2



Creature — Vampire Cleric



When Subverted Cyprian enters the battlefield, you gain 1 life and exile the top card of your library face down. It becomes foretold. (Its foretell cost is its mana cost if it isn't already specified.)

From sensation, to change, to light.

2/1

044/276 C
PTN • EN LOREN86

Kogane

Enflamed Caligine

4



Creature — Elemental



Reach

When Enflamed Caligine enters the battlefield, if it was cast from exile, Enflamed Caligine gains haste until end of turn.

Foretell 3 (During your turn, you may pay 2 and exile this card from your hand face down. Play it on a later turn for its foretell cost.)

4/4

132/276 C
PTN • EN JULIE DILLON

Kogane

PLACES OF WORSHIP.

Mechanical Showcase:

Sanctuaries

Sanctuaries are a new land type that facilitates creating a God at low rarities and strengthens the freshly ascended creature. There are cards within the set that may care about this new land type. There is a cycle of dual colored lands that may replace the basic land within a pack.

Sanctuary of Sensation



Land — Sanctuary



Sanctuary of Sensation enters the battlefield tapped.

☞: Add ☠ or ☹.

4, Sacrifice a Sanctuary: Target non-God creature becomes a God in addition to its other types. Put two +1/+1 counters on it. Activate only as a Sorcery.

263/276 L
PTN • EN • MOLLY69929

Kogane

Angel of the True Sun

3 ☼ ☼ ☼



Creature — Angel



Flying

When Angel of the True Sun enters the battlefield or whenever a Sanctuary you control is put into a graveyard from the battlefield, return target creature card with mana value 3 or less from your graveyard to the battlefield.

3/2

012/276 R
PTN • EN • MAURO BELFIORE

Kogane

Yew Colossus

6 🌳



Creature — Treefolk



This spell costs 1 less to cast for each Sanctuary you control and Sanctuary card in your graveyard.

Ward 2 (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)

8/7

201/276 U
PTN • EN • JACOB ATIENZA

Kogane

SACRIFICE FOR KNOWLEDGE.

Mechanical Showcase:

Scars

You get a Scar. (It's a boon with "When a creature you control dies, you may pay 1. If you do, draw a card.")

Scars are a type of *Boon*, a effect reminder that appears within *Magic: the Gathering Arena*. Much like emblems they are not permanents and simply an effect. Boons disappear whenever they trigger; if you do not pay for the boon trigger, you lose the opportunity to draw a card.

The Chiliarch

2



Legendary Creature — Human God



If a creature would deal combat damage to The Chiliarch, prevent that damage and put a +1/+1 counter on The Chiliarch.

1 : You get a Scar. Activate only if you attacked this turn. *(It's a boon with "When a creature you control dies, you may pay 1. If you do, draw a card.")*

3/4

171/276 R
PTN • EN • NEMCA

Kogane

Broken Sun-Servant

✧



Creature — Angel Cleric



When Broken Sun-Servant enters the battlefield, you get a Scar. *(It's a boon with "When a creature you control dies, you may pay 1. If you do, draw a card.")*

The death of the Sun-in-Splendour shattered the wings of many of its servants and weakened white laylines.

1/2

017/276 C
PTN • EN • ANNA TANG

Kogane

Tattered Cyprian

1



Creature — Vampire Cleric



Reach

When Tattered Cyprian enters the battlefield, if an opponent lost life this turn, you get a Scar. *(It's a boon with "When a creature you control dies, you may pay 1. If you do, draw a card.")*

2/1

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Archetypes

White Blue: Foretell

Blue Black: Sacrifice

Black Red: Lost Life

Red Green: Attack Triggers

Green White: Sanctuaries

White Black: Angel Tribal

Black Green: Insects and Self Mill




























Green Blue: Cards Drawn

Blue Red: Evasion

Red White: Exiled a Card

Principals

Cultist Simulator had 9 principles, each has been loosely assigned a color pairing.

	Secret Histories: Travel, History, Paradox		
	Knock: Openings, Secrets, Summoning		
	Lantern: Truth, Light, Reason		
	Forge: Invention, Industry, Power		
	Edge: Strength, Cunning, Pain, Conflict		
	Winter: Death, Loss, Silence, Remembrance		
	Heart: Life, Protection, Motion, Storms		
	Grail: Hunger, Thirst, Sensation, Birth		
	Moth: Chaos, Yearning, Passion, Change		



Solar:

Restoration,
Loyalty,
Wind