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The Limited Information Champs Adventure

Noah Weil
 Limited Information
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One of the joys of writing an outsider column is that, unlike certain Monday and Friday colleagues, I'm still allowed to muck around with my fellow mortals in honest-to-goodness sanctioned events. Did I say allowed? I mean encouraged.

From: Scott Johns (xxx@Wizards.com)
 To: Noah Weil (xxx@gmail.com)
 Subject: Limited Champs

Hey Noah,

As you may know, Limited Champs is coming up. We think it would be great if you could play in the tournament and give the readers some kind of write up. I'm sure "LI in practice" would be a fine read. Good luck!

Sincerely,
 Scott Johns

P.S. If you don't make the Top 8 you're fired.

Scott is such a *talented* motivator. Joke E-Mails aside, Champs are always fun events. Decent prizes with a relaxed atmosphere means the attendees get to have fun but still play in a "serious" manner. While online has many a benefit, there's something fundamental and pure about tossing cardboard around with real-life comrades. There's also the idiosyncrasies of a physical sealed deck; of making piles over piles, figuring out ratios and distributions while the officials click down the seconds. It's a ton of fun, especially in RGD sealed, where using every iota of deck construction time is definitely the standard. This particular collection was no exception. While the first 80% was rather obvious, the last 20% required every minute possible. Here's the pool I had to work with:



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Limited Champs Sealed Deck Pool

Noah Weil

dec

Main Deck 75 cards		
1 Azorius Chancery	1 Agent of Masks	1 Beastmaster's Magemark
1 Duskmantle, House of Shadow	1 Assault Zeppelin	1 Blockbuster
1 Sacred Foundry	1 Aurora Eidolon	1 Boros Fury-Shield
1 Selesnya Sanctuary	1 Barbarian Riftcutter	1 Boros Signet
1 Temple Garden	1 Bloodscale Prowler	1 Brainspoil
5 lands	1 Burning-Tree Bloodscale	1 Conclave's Blessing
	1 Coiling Oracle	1 Consult the Necrosages
	1 Courier Hawk	1 Cry of Contrition
	1 Crystal Seer	1 Darkblast
	1 Dimir House Guard	1 Dimir Signet
	1 Dimir Infiltrator	1 Disembowel
	1 Divebomber Griffin	1 Dogpile
	1 Elvish Skysweeper	1 Gather Courage
	1 Gate Hound	1 Grifter's Blade
	1 Gatherer of Graces	1 Izzet Signet
	1 Ghost Warden	1 Necromantic Thirst
	1 Goblin Fire Fiend	1 Pain Magnification
	1 Golgari Rotworm	1 Pariah's Shield
	1 Greater Mossdog	1 Peregrine Mask
	1 Izzet Chronarch	1 Perplex
	1 Orzhov Euthanist	1 Pillory of the Sleepless
	1 Patagia Viper	1 Proclamation of Rebirth
	1 Plagued Rusalka	1 Psychic Drain
	1 Sabertooth Alley Cat	1 Psychotic Fury
	1 Sell-Sword Brute	1 Repeal
	1 Siege Wurm	1 Selesnya Signet
	1 Simic Ragworm	1 Spectral Searchlight
	1 Skeletal Vampire	1 Thrive

1 Soulsworn Jury	1 Vision Skeins
1 Squealing Devil	1 Wojek Siren
1 Stinkweed Imp	
1 Terraformer	30 other spells
1 Tidewater Minion	
1 Vedalken Dismissal	
1 Verdant Eidolon	
1 Veteran Armorer	
1 Whiptail Moloch	
1 Wizeden Snitches	
1 Wojek Apothecary	
1 Zephyr Spirit	
40 creatures	

Quite an assortment eh? If you're like me, the first thing you'd do is a little jig for opening two dual lands. Once that's taken care of, we get to the actual business of figuring out a playable deck from this mishmash.

Since this tournament is in the corporeal universe, I didn't have the luxury of using all of *Magic Online's* tools to sort and re-sort the card pool. Therefore, it behooves a builder to make the cards as accessible as possible without cluttering up the workspace. To this end, my first step was to separate everything into colors while simultaneously taking out the chaff. I'm liberal with what I cut, but at the same time I want to be able to see the whole picture of what *this* pool offers, which is tougher when you're looking at cards that are clearly not going to make the final build. Even though I'll look through the cut cards before the final deck construction takes place, I still want the work space clear enough to see the themes, strengths and weaknesses of cards that are true maindeck considerations. The sorting/culling step is a good opener into the process of discovering what this particular deck will offer and what it will need.

Removed: Proclamation of Rebirth, Wojek Siren, Wojek Apothecary, Conclave's Blessing, Gate Hound, Vision Skeins, Crystal Seer, Zephyr Spirit, Cry of Contrition, Necromantic Thirst, Blockbuster, Goblin Fire Fiend, Whiptail Moloch, Beastmaster's Magemark, Gatherer of Graces, Peregrine Mask, Pariah's Shield, Psychic Drain, Pain Magnification, Duskmantle, House of Shadow.

Keep in mind any of these cards *could* make the final build, but they're all extremely unlikely. Furthermore, it's clear that not all the cards that have not yet been cut will actually make the final 40. This is just an opening volley into the filter phase, and while it's not binding, it's a very helpful beginning.

After the initial pass and sort, I gleaned a few points of interest. One is that Black is definitely going to be a major player in the final build. With strong removal, decent creatures, and the absurd *Skeletal Vampire*, Black is locked up as a key component. This is actually a very good thing to deduce. It lets you place all your Black/X gold cards in their X color pile, which makes your work much easier. *Consult the Necrosages* is now magically a Blue card, etc.

The other initial impression was that there's a lot of color fixing in general and for White in particular. All the special lands make White mana, as well as three of the four Signets. Clearly, *some* White is going to be in the final build, since with these mana fixers, a little White is a free inclusion. What do I mean by free? In this case, free means being able to play the same land base as you would without the splashed cards. More power with the same consistency, in other words. Technically, *Temple Garden* is worse than Forest if you're not going to play any White cards. However, *Temple Garden* is close enough in usability to Forest that the slight *Shock* potential of the rare is not a detriment. In this case, we're going to find White cards to play without actually adding basic Plains, just like we'll be using White/X Signets. All these mana fixing cards provide our base colors plus bonus White. Therefore, free White cards to include.

The concept of free colors was quite rare in Limited play before *Ravnica* block. *Invasion* block, the last gold standard, had *occasionally* dipped its toe with this idea with the a possible *Dream Thrush* or *Cameo.dec*. Currently though, it's one of the most important concepts in Draft and Sealed. Generally speaking, the cards in *Ravnica* block are of a high quality, which is offset by those cards needing more colors to utilize. Being able to play these higher powered cards without hurting your mana capabilities goes a very long way toward maximizing a deck's potential. I believe in taking this concept pretty far, although there are a lot of factors to consider. In this case, I thought the card pool was rather weak, so I pushed the envelope to make up for it.

For this deck, White cards are incredibly free. I could play *Divebomber Griffin* with zero Plains, but that's probably not worth it. The flaw with this particular card pool is that while White mana is abundant, the cards that need White mana are poor. White and the White derivatives in this collection are definitely the weakest of all the guilds present. An unfortunate occurrence; it's nice when the mana fixing matches the power colors, but oh well. When I see a pool like this, my plan becomes getting the main power colors into play, while squeezing what free cards I can in at the end. Red is also pretty weak, but at least there aren't many mana fixing cards that let us cheat on the Red mana, so no great loss there.



In this case, the best colors are mono-Black, and Green/Blue stuff. Black, as mentioned above, has the best mono colored stuff as well as decent Golgari and Dimir gold cards. Green and Blue have decent mono cards and a few quality Simic cards as well. The deck is shaping up to be a G/U/B deck with as many powerful White cards as is possible to fit in, and *potentially* a tiny bit of Red. Since we now know the general direction of the deck, we

can cut all the weak White cards and most of the average Red ones. Unsurprisingly, most of the cards that are left require multiple colors to use effectively.



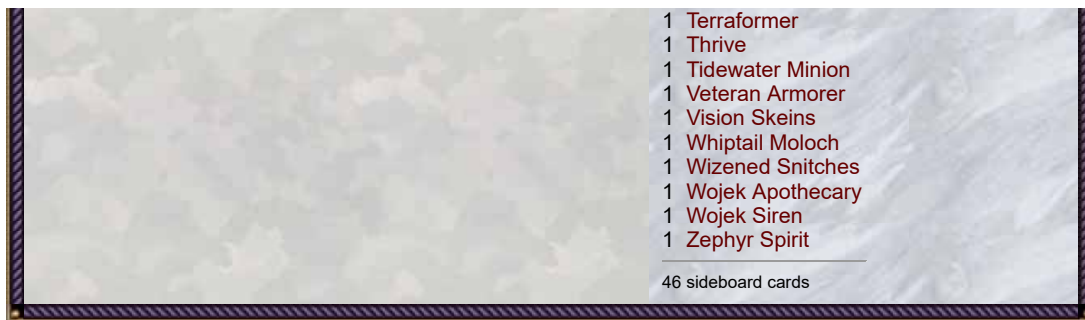
It's not that the lost cards are awful, it's that they're either narrow or have a small window in the game where they're ideal. Since White will end up being a fourth, splashed color, all the unreliable or color-intensive cards get cut. For White in particular, the color we know we're going to play, that leaves only **Agent of Masks** and **Pillory of the Sleepless** for certain.

Since we know our base colors, we can start putting more cards in the included pile. We don't want to hamstring ourselves at this point; I'm only going with cards that should always be part of the maindeck. After this stage, we can start to examine mana curve and color requirements, to better determine where the deck's vulnerabilities lie. This phase was actually quite difficult, as some cards had less appeal than normal. **Gather Courage**, a card I'm fond of, seemed worse with the Green creature already being high end in casting cost. **Orzhov Euthanist** had essentially no help from the deck, missing extra token makers or ping effects. Normally I'm a fan, but this time there were concerns the ability would come back to bite me. That logic had some flaws, which I'll cover in a bit.

The trickiest parts were the mana and the early game. The Signets helped on both ends, yet all four seemed excessive. I felt with three I could get away with fifteen land. Flooding was a genuine concern; the only card that could use excess mana was **Skeletal Vampire**, and that card hardly needed help. I ended up going with two free Red cards, to go with the two free White ones. I had four sources of Red mana, compared to White's seven, but in practice the deck never actually had problems with getting colors available. Quantities occasionally - there were both mana-short and mana-flood issues - but rarely were any mana problems color-based.

Here's the final deck as it was submitted:

Limited Champs Sealed Deck		Noah Weil	
Main Deck 40 cards		Sideboard	
1 Azorius Chancery	1 Brainspoil	1 Aurora Eidolon	
3 Forest	1 Consult the Necrosages	1 Barbarian Riftcutter	
3 Island	1 Darkblast	1 Beastmaster's Magemark	
1 Sacred Foundry	1 Dimir Signet	1 Blockbuster	
1 Selesnya Sanctuary	1 Disembowel	1 Bloodscale Prowler	
5 Swamp	1 Izzet Signet	1 Boros Fury-Shield	
1 Temple Garden	1 Pillory of the Sleepless	1 Boros Signet	
15 lands	1 Repeal	1 Burning-Tree Bloodscale	
	1 Selesnya Signet	1 Coiling Oracle	
	1 Spectral Searchlight	1 Conclave's Blessing	
	10 other spells	1 Courier Hawk	
1 Agent of Masks		1 Cry of Contrition	
1 Assault Zeppelin		1 Crystal Seer	
1 Dimir House Guard		1 Divebomber Griffin	
1 Dimir Infiltrator		1 Dogpile	
1 Golgari Rotwurm		1 Duskmantle, House of Shadow	
1 Greater Mossdog		1 Elvish Skysweeper	
1 Izzet Chronarch		1 Gate Hound	
1 Patagia Viper		1 Gather Courage	
1 Plagued Rusalka		1 Gatherer of Graces	
1 Siege Wurm		1 Ghost Warden	
1 Skeletal Vampire		1 Goblin Fire Fiend	
1 Squealing Devil		1 Grifter's Blade	
1 Stinkweed Imp		1 Necromantic Thirst	
1 Vedalken Dismissal		1 Orzhov Euthanist	
1 Verdant Eidolon		1 Pain Magnification	
15 creatures		1 Pariah's Shield	
		1 Peregrine Mask	
		1 Perplex	
		1 Proclamation of Rebirth	
		1 Psychic Drain	
		1 Psychotic Fury	
		1 Sabertooth Alley Cat	
		1 Sell-Sword Brute	
		1 Simic Ragworm	
		1 Soulsworn Jury	



Looking at the deck now, I think it came together pretty well. The only thing I wish I had changed was taking out the **Plagued Rusalka** for something else. At the time, I thought I needed an early drop to take out one of their early 2/2s, but the card really doesn't offer much. This deck isn't particularly aggressive, and the only card that really combos up well with **Plagued Rusalka** is **Patagia Viper**, another card that doesn't need help. It probably should have been either **Soulsworn Jury** or **Orzhov Euthanist**, two cards I sided in regularly as the tournament went on. I hated to raise my mana curve even higher, but the 1/1 rarely did anything all day, especially in the later rounds where my opponents' decks were much stronger and more focused.

Why did I nix **Orzhov Euthanist**? Again, at the time my thinking was to keep casting costs down. In the construction phase, with so few cards at two mana or lower, I was deathly afraid of being stuck at two mana. As this deck should show, and the games later proved, two mana is an unlikely number to get stuck on. No less than five cards allow the deck three mana at two lands; those cards being the whole reason the deck was playing 15 lands in the first place. The other reason **Plagued Rusalka** looked more appealing was its capacity to sacrifice negatively enchanted creatures. Again, while that's a legitimate bonus, this was not the deck for it. A full two thirds of the creatures in this deck have either come into play abilities or sacrifice abilities. I won't shed too many tears if my **Izzet Chronarch** or **Verdant Eidolon** is the target of a **Pillory of the Sleepless**, for example. That's also why, should the Euthanist ability trigger on my own creatures, it wouldn't necessarily be the end of the world. It's not like **Plagued Rusalka** is the bee's knees against **Viashino Fangtail** anyway.

Finally, why bench **Coiling Oracle**? Theoretically, Coily Joe would be a perfect fit. This deck wants an early drop badly. In addition, it might be an accelerant or a nice outlet with **Plagued Rusalka** (or the Euthanist). It fits the style of the deck, but it doesn't fit the mana concerns. With only seven Blue sources, one of which is **Verdant Eidolon**, I couldn't feel confident in actually playing the card early. Without that potential, **Coiling Oracle** loses luster. I'm willing to wait 4-6 turns to get both Green and Blue mana for, say, **Assault Zeppelin**. **Pyknite**? Not so much. For anyone who said **Coiling Oracle** is an automatic inclusion in a deck with Green and Blue mana, you're trying to take the easy road. Very little is an automatic in Limited. Being able to recognize what your particular deck actually wants and needs, each time, is crucial to success in these venues.



So how did the tournament go? Round 1 was against a younger gentleman with the name of Clayton, sporting G/B/W. His cards were actually pretty strong, but Clayton seemed a little inexperienced with the format, although he was clearly having a grand ol' time playing in the tournament. Both games he was missing a color, which I learned unexpectedly. After the first game, Clayton laid out his hand and showed me what was missing. We talked about it for a bit, but Clayton was still short for the last.

The second round was against a fellow named Joey Zapelli. Joey seemed a lot more confident as a player, coming out very well in the first game with his R/G/B deck. I was somewhat mana shy, although a **Patagia Viper** helped me convoke out a **Siege Wurm** in the middle stages. At five life we had reached a standstill, but my deck started providing a continuous stream of fliers. The **Skeletal Vampire** was the nail in the coffin and we went to game 2.



This game was a little more interesting. I was once again mana shy, but Joey was completely flooded. I was forced to **Repeal** my Signet to hunt for land; it was the only other non-land card out besides Joey's **Seal of Fire**. Once again my deck started producing fliers, which was more effective after I had **Disemboweled** Joey's **Trophy Hunter**. Joey made a very unique play in the late game: He attacked with a fresh **Rakdos Augermage**, and after damage, **Seal of Fire** it. This gave him his second creature in the graveyard to **Macabre Waltz** it and the **Trophy Hunter** back to his hand. While I applauded the effort, I had to point out to Joey (after the game) that **Waltz** was *up to two* creatures. I ended up winning that game, but it would have been far more difficult if Joey still had his **Seal** and **Augermage** available. The solitary **Trophy Hunter** was not enough to stop my cascading army, and I was 2-0.

Round 3 was against Hisakazu. This guy, besides making Top 8 on the day, is also a pure nemesis. I had simply never beat him, and 'Kazu knew it. Oh, he denied the "conspiring fates" theory, but you could tell he felt pretty confident. His deck was a killer too, a very fluid R/B/W deck. The first game started strong, but 'Kazu's **Firemane Angel**, **Sandsower**, **Agent of Masks**, and **Teysa**, **Orzhov Scion** deflected my creatures nicely. The

real backbreaker was his **Wojek Embermage**, a card I had very few answers for that also happened to stop my best creatures. It took a while, but my forces and lifepoints were whittled to nothing.

In the second game, I had a beautiful curve with all the removal my deck could muster. The key turns was casting **Consult the Necrosages** for Husakazu's final two cards, then dropping **Skeletal Vampire**. His **Firemane Angel** took a Pillory and we were split.

Unfortunately, or perhaps not, the first two games took so long there was no time for a third. A draw's pretty good against one's eternal nemesis!

The fourth round was against Gavin "Lesurgo" Verhey, a player who's rocked PTQs, the Super Series, and most recently, earned a spot at U.S. Nationals with his Regionals performance. This was a guy who knew what he was doing, and I was told, also had a very strong deck. In the first game, his deck did not come to play. Stuck only on Plains and Islands, he did not have the defense for my rainbow assault. A late **Peel from Reality** from him staved off the win for the turn, but it wasn't enough.

In the second game, our positions were reversed, where I was having a flooding problem with Gavin curving out perfectly. My favorite play of the game was Gavin attacking with a **Shrieking Grottesque**, then casting **Tolsimir Wolfblood**. Missing a point of damage can certainly make the difference, but not this time. I was buried in an avalanche of Voja.

The third game was a lot of fun. Gavin had **Moldervine Cloak** on his **Belltower Sphinx**, but couldn't attack through my growing army of Bats and **Assault Zeppelin**. I had the **Disembowel** for the Sphinx, but I was wary of Peel, and Gavin always kept mana open. Finally Gavin tapped out for a few creatures in one turn and I got in with my kill spells, and then a rather lethal attack. Gavin showed me his **Peel from Reality** and **Bathe in Light**(!), and we wished each other good luck.

Gavin had an interesting opportunity to trap me in the third game. I was spending my turns just making bats with **Skeletal Vampire**, while Gavin was stuck keeping mana open for his tricks. Had he "mistakenly" tapped out of Blue mana but left White open, I certainly would have fallen victim to the **Bathe in Light**. This would have given Gavin the double bonus of countering a good removal card and disguising the Peel still in his hand. Gavin didn't go this route though, and the massing Bat army forced his hand in the end. This kind of situation doesn't come up too often, but setting traps like this is a big part of play in the higher levels. In fact, setting traps is probably worth its own article, sometime...

Current record: 3-0-1



Compared to the interactions of the previous two rounds, the fifth round was an uneventful affair. J.P. Pollack was sporting a solid G/W/B/U deck, featuring **Moldervine Cloak** and **Belfry Spirit** as its top cards. The first game saw the Cloak get stymied off **Pillory of the Sleepless**, while my fliers crashed in. The second game was **Dimir House Guard** and **Squealing Devil** attacking for four unblockable damage a turn. Sometimes the important rounds just go like clockwork.

Round six of seven was versus Alex Hughes, another quality local player. Rumors of Alex's deck had buzzed the room - multiple Guildmages, quality tricks and fliers, and a certain R/G X. The first game proved the rumors true, as **Selesnya Guildmage** and **Boros Guildmage** tag-teamed with various other Green monsters to make big chops into my life total. The turn after **Greater Mossgod** came down, I attempted an upkeep-dredge-main **Darkblast** on Selsnya Guildmage, only to see a **Gather Courage** save it. Hmm, good tempo and card advantage on that one. Swift beats commenced.

Game two, Alex cast **Wildsize**, **Seeds of Strength**, and **Gaze of the Gorgon** to protect his creatures. I was matching things as best I can, with a clutch **Izzet Chronarch** getting back a **Disembowel**. **Skeletal Vampire** came down, a nice card against Alex's damage based deck (it turned out Alex had a **Faith's Fetters**, but luckily for me it was never seen the entire match). Anyway, tapped out from **Skeletal Vampire**, Alex attacked with a random 2/2, which I blocked with Vampire, feeling safe with free regeneration. Alex cast **Graven Dominator** after combat, a play I liked quite a bit. It's possible some players would have thought the toughness reduction of the Dominator was a trump to the Vampire's regeneration, and would have let it die. This isn't actually true; regeneration connects when damage \geq toughness, and the triggered shield removes all the damage. So a sacrificed bat kept the Vampire alive, leaving a 1/1 with zero damage. Graven D then received a Pillory and Alex conceded.

In the third game, my deck had an ideal draw, with tricks and big fliers versus Alex's rather slow start. We got into a bit of a race at the end, but **Repeal**, **Darkblast**, and **Disembowel** was enough to swing it in my favor. With three cards in hand and only Green and White mana available, I aimed a **Consult the Necrosages** at Alex. My thinking was that Alex was drawing to either **Savage Twister** or the Red mana to cast it, so a discard would at least dilute his ability to recover from his own Wrath. Alex's next draw step didn't give him what he needed, and flashing me the uncastable Twister left in his hand, he packed it up.

Round 7 was an intentional draw with Warren Woo, and the 5-0-2 was enough for the Top 8. Personally, I was looking forward to the draft. I mean, Limited Information, right? Sadly, it was a disaster. It started off alright, with **Galvanic Arc**, **Strands of Undeath** (from a very weak pack), **Compulsive Research**, and then **Dimir Aqueduct**. But, well, it got worse. My signals were very confused, with some bizarre late alternating G/B cards and R/W cards. I really had no idea what my neighbors were doing, so I just tried to stay flexible in the packs. Some bounce lands helped smooth the colors a bit, but I was not happy with the final build at all. I found out after the man passing to me, Greg Peloquin, the future Washington champ, was in my exact color scheme, "four color no-Green". I would

say the boosters were underpowered, and it was true, but the odds are I messed up somewhere down the line. Here's the draft deck, although you should avert your eyes if you don't like train wrecks.

Limited Champs Top 8 Draft

Noah Weil H.dec

Main Deck <i>40 cards</i>		Sideboard
<ul style="list-style-type: none"> 1 Dimir Aqueduct 3 Island 2 Izzet Boilerworks 4 Mountain 2 Plains 4 Swamp <hr/> 16 lands	<ul style="list-style-type: none"> 1 Compulsive Research 1 Galvanic Arc 1 Ocular Halo 1 Perplex 1 Pillory of the Sleepless 1 Pyromatics 1 Remand 1 Repeal 1 Rise/Fall 1 Strands of Undeath <hr/> 10 other spells	<ul style="list-style-type: none"> 1 Runeboggle 4 Utvara Scalper <hr/> 5 sideboard cards
<ul style="list-style-type: none"> 1 Boros Guildmage 1 Court Hussar 1 Demon's Jester 1 Dimir Infiltrator 2 Enemy of the Guildpact 1 Guardian of the Guildpact 1 Izzet Guildmage 1 Ogre Savant 1 Rabble-Rouser 1 Sparkmage Apprentice 1 Torch Drake 1 Vesper Ghoul 1 Wee Dragonauts <hr/> 14 creatures		

Top 8 vs Daniel Hanson (former state champion)



Game 1 was lost from a mulligan and color screw from me, to Dan's **Gruul Guildmage** and **Bramble Elemental**. I was just starting to stabilize when the **Bramble Elemental** grabbed a beatific (for him) pair of **Pollenbright Wings**. The table judge was about to get up to grab more saprolings, but we decided to skip the antics and move on to game two.

Game 2 started off a bit better. Through sheer pluck and determination, a sideboarded **Runeboggle** nailed a card from Daniel, practically guaranteeing me the game off sheer card advantage, if not moxie. Unfortunately, that advantage was thrown away a bit later. I had traded a card on Dan's **Orzhov Euthanist**, causing it to haunt Daniel's remaining creature, a **Gruul Guildmage**. With a bunch of Red mana, my plan was to **Pyromatics** the Guildmage and whatever next creature Dan played, causing the damage plus haunt trigger to nail both. Dan was stuck on four lands for a while though, and just kept using the mana to pump up the Mage while I was stuck drawing lands. Eventually I showed yellow and just hit the Guildmage for two and Dan for one. The following turn Daniel dropped a fifth land and played the **Bramble Elemental** again.

Still, I was trying to stay on top of things. I was buying a lot of time with **Court Hussar** chumping + **Rise // Fall**, all the while trying to put some kind of pressure suite together. Dan wasn't resting while I was messing around

though; he was playing more cards that required specific answers. Eventually at a low life total, I managed to get out a **Demon's Jester** with Hellbent versus Dan's only creature, that same **Bramble Elemental**. Dan drew a card and looked at my board, and the life totals.

I started to get the incipient danger feeling. It's like the feeling you get when you're Tanooki Mario, and land as a statue on a sea of munchers. Sure you're safe for the moment, but then you start flashing... **Demon's Jester** took a Pillory and Dan took the match. There was, admittedly, a ripple of irritation, but it passed and I wished Dan the best of luck Mr. Hanson made it to the finals, but lost to the eventual champ, Greg Pelonquin. Those decks, and the rest that made the Top 8, [can be found here](#).

Despite faltering in the quarters, it was a fun tournament, and the special **Voidslime** looks *really* cool. Soon, the **Coldsnap** will be upon us, but for now, enjoy these waning weeks of **Ravnica** block Limited, surely one of the most complex and interactive environments of all time. It looks like I get to keep my job, so I'll see you next week. Until then, thanks for reading.

-Noah Weil



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