



**Card name :** Noggin Whack

**Mana Cost :** 2

**Types :** Tribal Sorcery - Rogue

**Card Text :** Prowl

(You may play this for its proul cost if you dealt combat damage to a player this turn with a Rogue.)

Target player reveals three cards from his or her hand. You choose two of them. That player discards those cards.

**Expansion :** [Morningtide](#)

**Rarity :** Uncommon