

<div><div><div>Amped Raptor</div><div>1R</div></div><div>Creature -- Dinosaur</div><div>First strike When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Amped Raptor</div><div>1R</div></div><div>Creature -- Dinosaur</div><div>First strike When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Amped Raptor</div><div>1R</div></div><div>Creature -- Dinosaur</div><div>First strike When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Amped Raptor</div><div>1R</div></div><div>Creature -- Dinosaur</div><div>First strike When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Arid Mesa</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bloodstained Mire</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Bloodstained Mire</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Boros Charm</div> <div>Instant</div> <div>Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Boros Charm</div> <div>Instant</div> <div>Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Boros Charm</div> <div>Instant</div> <div>Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Boros Charm</div> <div>Instant</div> <div>Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dragon's Rage Channeler</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dragon's Rage Channeler</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dragon's Rage Channeler</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div><div>Dragon's Rage Channeler</div><div></div></div><div>Creature -- Human Shaman</div><div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Elegant Parlor</div><div></div></div><div>Land -- Mountain Plains</div><div>($\{T\}$: Add $\{R\}$ or $\{W\}$.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Galvanic Discharge</div><div></div></div><div>Instant</div><div>Choose target creature or planeswalker. You get $\{E\}\{E\}\{E\}$ (three energy counters), then you may pay any amount of $\{E\}$. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Galvanic Discharge</div><div></div></div><div>Instant</div><div>Choose target creature or planeswalker. You get $\{E\}\{E\}\{E\}$ (three energy counters), then you may pay any amount of $\{E\}$. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Gut Shot</div><div></div></div><div>Instant</div><div>($\{R/P\}$ can be paid with either $\{R\}$ or 2 life.) Gut Shot deals 1 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gut Shot</div><div></div></div><div>Instant</div><div>($\{R/P\}$ can be paid with either $\{R\}$ or 2 life.) Gut Shot deals 1 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lava Dart</div><div></div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lava Dart</div><div></div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Lava Dart</div><div>Instant</div><div>Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lava Dart</div><div>Instant</div><div>Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mishra's Bauble</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mishra's Bauble</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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®

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

($\{T\}$: Add $\{R\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Sacred Foundry

Land -- Mountain Plains

((T): Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

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Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Creature -- Bird Wizard

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Creature -- Bird Wizard

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Slickshot Show-Off <div>1R</div> </div> <div> Creature -- Bird Wizard </div> <div> Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) </div> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Slickshot Show-Off <div>1R</div> </div> <div> Creature -- Bird Wizard </div> <div> Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) </div> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Sunbaked Canyon </div> <div> Land </div> <div> {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Sunbaked Canyon </div> <div> Land </div> <div> {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Underworld Breach <div>1R</div> </div> <div> Enchantment </div> <div> Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.) At the beginning of the end step, sacrifice this enchantment. </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Underworld Breach <div>1R</div> </div> <div> Enchantment </div> <div> Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.) At the beginning of the end step, sacrifice this enchantment. </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Unstable Amulet <div>1R</div> </div> <div> Artifact </div> <div> When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent. {T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact. </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Unstable Amulet <div>1R</div> </div> <div> Artifact </div> <div> When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent. {T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact. </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> Unstable Amulet <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent.</p> <p>{T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Unstable Amulet <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent.</p> <p>{T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Wooded Foothills </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Wooded Foothills </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Brotherhood's End <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Brotherhood's End <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Damping Sphere <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Damping Sphere <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Damping Sphere</div> <div>2</div> </div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Harsh Mentor</div> <div>1R</div> </div> <div>Creature -- Human Cleric</div> <div> <p>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Harsh Mentor</div> <div>1R</div> </div> <div>Creature -- Human Cleric</div> <div> <p>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Harsh Mentor</div> <div>1R</div> </div> <div>Creature -- Human Cleric</div> <div> <p>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Static Prison</div> <div>W</div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Static Prison</div> <div>W</div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Static Prison</div> <div>W</div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Static Prison</div> <div>W</div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Tormod's Crypt</div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tormod's Crypt</div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> <div>Wear</div> <div>Instant</div> <div> Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> <div> <div> <div>RIGHT HALF</div> <div> <div>Tear</div> <div>Instant</div> <div> Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div>
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