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| <div><div>Archon of Cruelty</div><div><div>6</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Archon</div><div>Flying</div><div>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Archon of Cruelty</div><div><div>6</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Archon</div><div>Flying</div><div>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Archon of Cruelty</div><div><div>6</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Archon</div><div>Flying</div><div>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Archon of Cruelty</div><div><div>6</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Archon</div><div>Flying</div><div>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Arid Mesa</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>Arid Mesa</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>Arid Mesa</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>Arid Mesa</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>                                                                                                                                                                  |

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| <div><div><div>Bitter Reunion</div><div>①②R</div></div><div>Enchantment</div><div>When this enchantment enters, you may discard a card. If you do, draw two cards.<br/>{1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bitter Reunion</div><div>①②R</div></div><div>Enchantment</div><div>When this enchantment enters, you may discard a card. If you do, draw two cards.<br/>{1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blood Crypt</div></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</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><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><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><div><div>Dwarven Mine</div></div><div>Land -- Mountain</div><div>{T}: Add {R}.)<br/>This land enters tapped unless you control three or more other Mountains.<br/>When this land enters untapped, create a 1/1 red Dwarf creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dwarven Mine</div></div><div>Land -- Mountain</div><div>{T}: Add {R}.)<br/>This land enters tapped unless you control three or more other Mountains.<br/>When this land enters untapped, create a 1/1 red Dwarf creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div>Indomitable Creativity</div><div>XRRR</div></div> <div>Sorcery</div> <div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Indomitable Creativity</div><div>XRRR</div></div> <div>Sorcery</div> <div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Jetmir's Garden</div></div> <div>Land -- Mountain Forest Plains</div> <div>({T}: Add {R}, {G}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div><div>Leyline Binding</div><div>5W</div></div> <div>Enchantment</div> <div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Leyline Binding</div><div>5W</div></div> <div>Enchantment</div> <div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div><div>Leyline Binding</div><div>5W</div></div> <div>Enchantment</div> <div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div><div>Leyline Binding</div><div>5W</div></div> <div>Enchantment</div> <div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lightning Bolt</div><div>R</div></div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                       |

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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① ⑧

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

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① ②

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

① ② B

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

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Choose two --
* Prismari Command deals 2 damage to any target.
* Target player draws two cards, then discards two cards.
* Target player creates a Treasure token.
* Destroy target artifact.
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| <div><div><div>Prismari Command</div><div>1UR</div></div><div><div>Instant</div><div>Choose two --<br/>* Prismari Command deals 2 damage to any target.<br/>* Target player draws two cards, then discards two cards.<br/>* Target player creates a Treasure token.<br/>* Destroy target artifact.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Sacred Foundry</div></div><div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Scalding Tarn</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Scalding Tarn</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Scalding Tarn</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                              | <div><div><div>Spell Pierce</div><div>U</div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          | <div><div><div>Spell Pierce</div><div>U</div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                       | <div><div><div>Steam Vents</div></div><div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                 |

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| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Teferi, Time Raveler 1WU</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler 1WU</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler 1WU</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 |
| <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div>Wrenn and Six RG</div><div>Legendary Planeswalker -- Wrenn</div><div>[+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Wrenn and Six</div> <div> <div>R</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Wrenn</div> <div> <div>[+1]: Return up to one target land card from your graveyard to your hand.</div> <div>[-1]: Wrenn and Six deals 1 damage to any target.</div> <div>[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> </div> <div> <div>L</div> <div>3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wrenn and Six</div> <div> <div>R</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Wrenn</div> <div> <div>[+1]: Return up to one target land card from your graveyard to your hand.</div> <div>[-1]: Wrenn and Six deals 1 damage to any target.</div> <div>[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> </div> <div> <div>L</div> <div>3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wrenn and Six</div> <div> <div>R</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Wrenn</div> <div> <div>[+1]: Return up to one target land card from your graveyard to your hand.</div> <div>[-1]: Wrenn and Six deals 1 damage to any target.</div> <div>[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> </div> <div> <div>L</div> <div>3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Xander's Lounge</div> </div> <div> <div>Land -- Island Swamp Mountain</div> <div> <div>{T}: Add {U}, {B}, or {R}.)</div> <div>This land enters tapped.</div> <div>Cycling {3} ({3}, Discard this card: Draw a card.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                         |
| <div> <div>Boseiju, Who Endures</div> </div> <div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {G}.</div> <div>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                        | <div> <div>Emrakul, the Aeons Torn</div> <div> <div>15</div> </div> </div> <div> <div> <div>Legendary Creature -- Eldrazi</div> <div> <div>This spell can't be countered.</div> <div>When you cast this spell, take an extra turn after this one.</div> <div>Flying, protection from spells that are one or more colors, annihilator 6</div> <div>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                              | <div> <div>Flusterstorm</div> <div> <div>U</div> </div> </div> <div> <div> <div>Instant</div> <div> <div>Counter target instant or sorcery spell unless its controller pays {1}.</div> <div>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                 | <div> <div>Flusterstorm</div> <div> <div>U</div> </div> </div> <div> <div> <div>Instant</div> <div> <div>Counter target instant or sorcery spell unless its controller pays {1}.</div> <div>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div><div>Hallowed Moonlight</div><div>1W</div></div><div>Instant</div><div>Until end of turn, if a creature would enter and it wasn't cast, exile it instead.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            | <div><div><div>Hallowed Moonlight</div><div>1W</div></div><div>Instant</div><div>Until end of turn, if a creature would enter and it wasn't cast, exile it instead.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                        | <div><div><div>Leyline of Sanctity</div><div>2WW</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div><div>Leyline of Sanctity</div><div>2WW</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             |
| <div><div><div>Leyline of Sanctity</div><div>2WW</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Veil of Summer</div><div>G</div></div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Veil of Summer</div><div>G</div></div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Veil of Summer</div><div>G</div></div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><b>Wear</b> ①Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div><b>Tear</b> Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <div><b>Wear</b> ①Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div><b>Tear</b> Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <div><b>Wear</b> ①Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div><b>Tear</b> Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |  |
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