045/127 U
GK1 - EN
Ryan Barger

## Turn // Burn

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

## Turn // Burn

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

## Turn // Burn

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

## Turn // Burn

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast

045/127 U
GK1 - EN
Ryan Barger

Turn — 2 blue mana

Instant

Until end of turn, target creature loses all abilities and becomes a red Weird with base power and toughness 0/1.

Burn — 1 red mana

Instant

Burn deals 2 damage to any target.

Fuse *(You may cast one or both halves of this card from your hand.)*

™ & © 2018 Wizards of the Coast