Turn 2🔵



Instant

Target creature loses all abilities and becomes a 0/1 red Weird until end of turn.

Burn 1🔴



Instant

Burn deals 2 damage to target creature or player.

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

Ryan Barger

™ & © 2013 Wizards of the Coast 134/156

Turn 2🔵 Burn 1🔴
Instant Instant
Target creature loses all abilities and becomes a 0/1 red Weird until end of turn.
Burn deals 2 damage to target creature or player.
Fuse (You may cast one or both halves of this card from your hand.)
Ryan Barger
™ & © 2013 Wizards of the Coast 134/156

Turn 2🔵



Instant

Target creature loses all abilities and becomes a 0/1 red Weird until end of turn.

Burn 1🔴



Instant

Burn deals 2 damage to target creature or player.

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

Ryan Barger

™ & © 2013 Wizards of the Coast 134/156

Turn 2🔵 Burn 1🔴
Instant Instant
Target creature loses all abilities and becomes a 0/1 red Weird until end of turn.
Burn deals 2 damage to target creature or player.
Fuse (You may cast one or both halves of this card from your hand.)
Ryan Barger
™ & © 2013 Wizards of the Coast 134/156

Turn 2🔵



Instant

Target creature loses all abilities and becomes a 0/1 red Weird until end of turn.

Burn 1🔴



Instant

Burn deals 2 damage to target creature or player.

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

Ryan Barger

™ & © 2013 Wizards of the Coast 134/156

Turn 2🔵 Burn 1🔴
Instant Instant
Target creature loses all abilities and becomes a 0/1 red Weird until end of turn.
Burn deals 2 damage to target creature or player.
Fuse (You may cast one or both halves of this card from your hand.)
Ryan Barger
™ & © 2013 Wizards of the Coast 134/156

Turn 2🔵



Instant

Target creature loses all abilities and becomes a 0/1 red Weird until end of turn.

Burn 1🔴



Instant

Burn deals 2 damage to target creature or player.

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

Ryan Barger

™ & © 2013 Wizards of the Coast 134/156

Turn 2🔵 Burn 1🔴
Instant Instant
Target creature loses all abilities and becomes a 0/1 red Weird until end of turn.
Burn deals 2 damage to target creature or player.
Fuse (You may cast one or both halves of this card from your hand.)
Ryan Barger
™ & © 2013 Wizards of the Coast 134/156