

Arid Mesa

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badlands

Land - - Swamp Mountain

($\{T\}$: Add $\{B\}$ or $\{R\}$.)

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Beseech the Mirror (1BBB)

Sorcery

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.

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Blood Crypt

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

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Bucknard's Everfull Purse ②

Artifact

{1}, {T}: Roll a d4 and create a number of Treasure tokens equal to the result. The player to your right gains control of this artifact.

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Burnt Offering

Instant

As an additional cost to cast this spell, sacrifice a creature. Add X mana in any combination of {B} and/or {R}, where X is the sacrificed creature's mana value.

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Cabal Ritual 1 B Instant Add {B}{B}{B}. Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chromatic Sphere 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chromatic Star 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crimson Kobolds 0 Creature -- Kobold 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crookshank Kobolds 0 Creature -- Kobold 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystal Vein Land {T}: Add {C}. {T}, Sacrifice this land: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Culling the Weak B Instant As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Petition (3)(B)(B) Sorcery Search your library for a card, put that card into your hand, then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Dispute (1)(B) Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deceit (4)(U/B)(U/B) Creature -- Elemental Incarnation When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand. When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Invoke {U/B}{U/B} 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Consultation (B) Instant Choose a card name. Exile the top six cards of your library, then reveal cards from the top of your library until you reveal a card with the chosen name. Put that card into your hand and exile all other cards revealed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Demonic Counsel (1)(B) Sorcery Search your library for a Demon card, reveal it, put it into your hand, then shuffle. Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Tutor (1)(B) Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desperate Ritual (1)(R) Instant -- Arcane Add {R}{R}{R}. Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diabolic Intent (1)(B) Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drossforge Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {B} or {R}.	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.	Dwarven Ruins Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {R}{R}.	Ebon Stronghold Land This land enters tapped. {T}: Add {B}. {T}, Sacrifice this land: Add {B}{B}.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elemental Eruption (4)(R)(R) Sorcery Create a 4/4 red Dragon Elemental creature token with flying and prowess. Storm (When you cast this spell, copy it for each spell cast before it this turn.)	Final Fortune (R)(R) Instant Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.	Flare of Duplication (1)(R)(R) Instant You may sacrifice a nontoken red creature rather than pay this spell's mana cost. Copy target instant or sorcery spell. You may choose new targets for the copy.	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frantic Search

②③

Instant

Draw two cards, then discard two cards. Untap up to three lands.

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Gitaxian Probe

UP

Sorcery

{U/P} can be paid with either {U}
or 2 life.)
Look at target player's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace

Artifact Land

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

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Greedy Freebooter

(B)

Creature -- Human Pirate

When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

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Grim Tutor

① B B

Sorcery

Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

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Hard Evidence

U

Sorcery

Create a 0/3 blue Crab creature token.
Investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")

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Impulsive Pilferer

®

Creature -- Goblin Pirate

When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

Encore {3}{R} ({3}{R}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Plunge

®

Sorcery

As an additional cost to cast this spell, sacrifice a creature. Add {R}{R}{R}.

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B

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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② R

Choose one. If you control a commander as you cast this spell, you may choose both instead.

- * Add {R} for each card in target opponent's hand.
- * Exile the top three cards of your library. You may play them this turn.

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⑨

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

[illegible]

If this land would enter, sacrifice a Swamp instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard.

{T}: Add {B}.

{T}, Sacrifice a Swamp: Add {B}{B}{B}{B}.

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

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① ②

Undergrowth -- Search your library for a black card with mana value less than or equal to the number of creature cards in your graveyard, reveal it, put it into your hand, then shuffle.

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UP

{U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistvault Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {U} or {B}.	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.	Obsessive Pursuit ① ② Enchantment When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.	Orcish Bowmasters ① ② Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. 1/1
Pact of Negation ③ Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.	Peat Bog Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it.	Peer into the Abyss ④ ② ② ② Sorcery Target player draws cards equal to half the number of cards in their library and loses half their life. Round up each time.	Pentad Prism ② Artifact Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) Remove a charge counter from this artifact: Add one mana of any color.
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Playtest cards - Le_Depite - Duel Commander (Duel Commander League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 7/13 - 8 cards - 2.5 x 3.5 in each

Phyrexian Tower Legendary Land {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preordain Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Prized Statue Artifact When this artifact enters or is put into a graveyard from the battlefield, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Profane Tutor Sorcery Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyretic Ritual Instant Add {R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raucous Theater Land -- Swamp Mountain {T}: Add {B} or {R}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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sheet 8/13 - 8 cards - 2.5 x 3.5 in each

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Add $\{R\}R$, then add $\{R\}$ for each card named Rite of Flame in each graveyard.

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①

First strike, menace, trample
Partner (You can have two commanders if both have partner.)

0/1

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(B)

As an additional cost to cast this spell, sacrifice a creature. Add an amount of {B} equal to the sacrificed creature's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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

$$\{T\}: \text{Add } \{U\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Add $\{R\}\{R\}\{R\}\{R\}\{R\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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When this creature dies, choose one
--
* Target creature an opponent
  controls gets -1/-1 until end of
  turn.
* Create a Treasure token. (It's an
  artifact with "{T}, Sacrifice this
  token: Add one mana of any color.")
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silverbluff Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {U} or {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simian Spirit Guide (2)(R) Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solve the Equation (2)(U) Sorcery Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spellseeker (2)(U) Creature -- Human Wizard When this creature enters, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormscale Scion (4)(R)(R) Creature -- Dragon Flying Other Dragons you control get +1/+1. Storm (When you cast this spell, copy it for each spell cast before it this turn. Copies become tokens.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith (3)(B)(B) Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strike It Rich (R) Sorcery Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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sheet 10/13 - 8 cards - 2.5 x 3.5 in each

Swamp

Basic Land -- Swamp

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

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Tainted Pact

① ②

Instant

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tendrils of Agony

2 B B

Sorcery

Target player loses 2 life and you gain 2 life.
Storm (when you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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The Fantastical

③

Legendary Artifact -- Vehicle

Flying

Whenever you cast a noncreature spell, you may have The Fantasticar become an artifact creature until end of turn.

Whenever you cast your fourth noncreature spell each turn, you may sacrifice The Fantasticar. If you do, create four 4/4 colorless Construct artifact creature tokens with flying and haste.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize

B

Sorcery

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Falls

Land - - Island Mountain

({T}: Add {U} or {R}.)
 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Sewers

Land -- Island Swamp

({T}: Add {U} or {B}.)
 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

Land -- Island Swamp

($\{T\}$: Add $\{U\}$ or $\{B\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Land -- Urza's Saga

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Artifact Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Island Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Island Swamp

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yawgmoth's Will

2 B

Sorcery

Until end of turn, you may play lands and cast spells from your graveyard.
If a card would be put into your graveyard from anywhere this turn, exile that card instead.

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Dargo, the Shipwrecker (6)(R)

6 R

Legendary Creature -- Giant Pirate

As an additional cost to cast this spell, you may sacrifice any number of artifacts and/or creatures. This spell costs {2} less to cast for each permanent sacrificed this way and {2} less to cast for each other artifact or creature you've sacrificed this turn.

Tramplé

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Partner (You can have two commanders
if both have partner.)
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[sideboard]

7/5

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Silas Renn, Seeker Adept (1)(U)(B)

1 U B

Legendary Artifact Creature -- Human

Deathtouch

Whenever Silas Renn deals combat damage to a player, choose target artifact card in your graveyard. You may cast that card this turn.

Partner (You can have two commanders if both have partner.)

[sideboard]

2/2

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