**Leyline of Sanctity** 2



**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2



**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2



**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2



**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast

**Leyline of Sanctity** 2

**Enchantment**

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
MM2 • EN
Ryan Pancoast

™ & © 2015 Wizards of the Coast