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| <div> <div>All That Glitters</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                | <div> <div>All That Glitters</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                | <div> <div>Daybreak Coronet</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature with another Aura attached to it</div> <div>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Daybreak Coronet</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature with another Aura attached to it</div> <div>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Daybreak Coronet</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature with another Aura attached to it</div> <div>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Daybreak Coronet</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature with another Aura attached to it</div> <div>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dryad Arbor</div> <div></div> </div> <div> <div>Land Creature -- Forest Dryad</div> <div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}."</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>1/1</div> </div>                                                                                                                             | <div> <div>Ethereal Armor</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                           |

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| <b>Ethereal Armor</b> <span>W</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each enchantment you control and has first strike. | <b>Ethereal Armor</b> <span>W</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each enchantment you control and has first strike. | <b>Ethereal Armor</b> <span>W</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+1 for each enchantment you control and has first strike. | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)                                                                                                       |
| <b>Gladecover Scout</b> <span>G</span><br><hr/> Creature -- Elf Scout<br><hr/> Hexproof (This creature can't be the target of spells or abilities your opponents control.)          | <b>Gladecover Scout</b> <span>G</span><br><hr/> Creature -- Elf Scout<br><hr/> Hexproof (This creature can't be the target of spells or abilities your opponents control.)          | <b>Gladecover Scout</b> <span>G</span><br><hr/> Creature -- Elf Scout<br><hr/> Hexproof (This creature can't be the target of spells or abilities your opponents control.)          | <b>Gladecover Scout</b> <span>G</span><br><hr/> Creature -- Elf Scout<br><hr/> Hexproof (This creature can't be the target of spells or abilities your opponents control.) |
| <div>1/1</div>                                                                                                                                                                      | <div>1/1</div>                                                                                                                                                                      | <div>1/1</div>                                                                                                                                                                      | <div>1/1</div>                                                                                                                                                             |
| 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                                                                                                                         |

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| <div><div>Gryff's Boon</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+0 and has flying.<br/>{3}{W}: Return this card from your graveyard to the battlefield attached to target creature.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gryff's Boon</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+0 and has flying.<br/>{3}{W}: Return this card from your graveyard to the battlefield attached to target creature.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Horizon Canopy</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Horizon Canopy</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          |
| <div><div>Horizon Canopy</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Horizon Canopy</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has first strike.<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has first strike.<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Kor Spiritdancer</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Kor Wizard</div><div><div>This creature gets +2/+2 for each Aura attached to it.<br/>Whenever you cast an Aura spell, you may draw a card.</div><div><div>0/2</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kor Spiritdancer</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Kor Wizard</div><div><div>This creature gets +2/+2 for each Aura attached to it.<br/>Whenever you cast an Aura spell, you may draw a card.</div><div><div>0/2</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kor Spiritdancer</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Kor Wizard</div><div><div>This creature gets +2/+2 for each Aura attached to it.<br/>Whenever you cast an Aura spell, you may draw a card.</div><div><div>0/2</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kor Spiritdancer</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Kor Wizard</div><div><div>This creature gets +2/+2 for each Aura attached to it.<br/>Whenever you cast an Aura spell, you may draw a card.</div><div><div>0/2</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Path to Exile</div><div><div>W</div></div></div><div><div>Instant</div><div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                         | <div><div><div>Path to Exile</div><div><div>W</div></div></div><div><div>Instant</div><div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                         | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div><div>({T}: Add {W}.)</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                         | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div><div>({T}: Add {W}.)</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                         |

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| <div><div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                          | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                          | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                          | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                          |

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| <div>Slippery Bogle</div> <div> <div>6/U</div> </div> <div>Creature -- Beast</div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                           | <div>Slippery Bogle</div> <div> <div>6/U</div> </div> <div>Creature -- Beast</div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                           | <div>Slippery Bogle</div> <div> <div>6/U</div> </div> <div>Creature -- Beast</div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                           | <div>Slippery Bogle</div> <div> <div>6/U</div> </div> <div>Creature -- Beast</div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                           |
| <div>Spider Umbra</div> <div> <div>6</div> </div> <div>Enchantment -- Aura</div> <div>           Enchant creature<br/>           Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)<br/>           Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Spider Umbra</div> <div> <div>6</div> </div> <div>Enchantment -- Aura</div> <div>           Enchant creature<br/>           Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)<br/>           Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Spider Umbra</div> <div> <div>6</div> </div> <div>Enchantment -- Aura</div> <div>           Enchant creature<br/>           Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)<br/>           Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Spider Umbra</div> <div> <div>6</div> </div> <div>Enchantment -- Aura</div> <div>           Enchant creature<br/>           Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)<br/>           Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Spirit Link</div><div>Enchantment -- Aura</div><div>Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)<br/>Whenever enchanted creature deals damage, you gain that much life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spirit Link</div><div>Enchantment -- Aura</div><div>Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)<br/>Whenever enchanted creature deals damage, you gain that much life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spirit Mantle</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has protection from creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Spirit Mantle</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has protection from creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                |
| <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<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>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<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>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<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>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<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> |

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| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |
| <div><div>Damping Sphere2</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Damping Sphere2</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Vigor2GG</div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Vigor2GG</div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Gaddock Teeg</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Kithkin Advisor</div> <div> <p>Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Gaddock Teeg</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Kithkin Advisor</div> <div> <p>Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Gaddock Teeg</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Kithkin Advisor</div> <div> <p>Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                  |
| <div> <div>Hushbringer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Faerie</div> <div> <p>Flying, lifelink<br/>Creatures entering or dying don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                    | <div> <div>Hushbringer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Faerie</div> <div> <p>Flying, lifelink<br/>Creatures entering or dying don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                | <div> <div>Hushbringer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Faerie</div> <div> <p>Flying, lifelink<br/>Creatures entering or dying don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                | <div> <div>Leyline of Sanctity</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>If this card 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.)</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Leyline of Sanctity 2WW</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>Leyline of Sanctity 2WW</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>Leyline of Sanctity 2WW</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> |  |
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