Noose Constrictor {1}{G}



Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}



Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}



Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}



Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast

Noose Constrictor {1}{G}

Creature — Snake

Reach
Discard a card: Noose Constrictor gets +1/+1 until end of turn.

"More rope may not be necessary."
—Kep, Lunarch inquisitor

2/2

001/012 P FNM
FNM • EN Kev Walker

™ & © 2017 Wizards of the Coast