## Snakeskin Veil



**Instant**

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

*"Does a serpent roar and chase its prey? No. A serpent waits silently for oblivious prey to draw near."*

194/285 C
KHM • EN ✒ Matt Stewart

™ & © 2021 Wizards of the Coast


## Snakeskin Veil

**Instant**

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

*"Does a serpent roar and chase its prey? No. A serpent waits silently for oblivious prey to draw near."*

194/285 C
KHM • EN ✒ Matt Stewart

™ & © 2021 Wizards of the Coast



## Snakeskin Veil

**Instant**

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

*"Does a serpent roar and chase its prey? No. A serpent waits silently for oblivious prey to draw near."*

194/285 C
KHM • EN ✒ Matt Stewart

™ & © 2021 Wizards of the Coast



## Snakeskin Veil

**Instant**

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

*"Does a serpent roar and chase its prey? No. A serpent waits silently for oblivious prey to draw near."*

194/285 C
KHM • EN ✒ Matt Stewart

™ & © 2021 Wizards of the Coast