River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G



Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88

River Boa 1G

Creature — Snake

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

G: Regenerate River Boa.

"Sheath your swords! Cudgels only. I see a new pair of waterproof trek boots slithering away."
—Nablus, North Hada trapper

Paul Bonner

2/1

™ & © 2014 Wizards of the Coast 49/88