Hivestone 2



Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2



Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2



Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2



Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301

Hivestone 2

Artifact

Creatures you control are Slivers in addition to their other creature types.

Rath's evincars used hivestones to control the slivers, but the overlay put their power into unwitting hands. Now the stones make not masters, but slaves.

Dave Allsop

™ & © 1993-2006 Wizards of the Coast, Inc. 256/301