Opaline Sliver {1}{W}{U}



Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}



Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}



Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}



Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2

Opaline Sliver {1}{W}{U}

Creature — Sliver

All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

"When struck, its hide shimmers through sequences of color—a signaling language I am eager to unravel."
—Rukarumel, field journal

Dave Dorman

™ & © 1993-2006 Wizards of the Coast, Inc. 244/301

2/2