

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

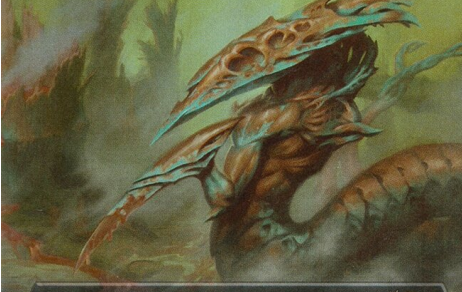
*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

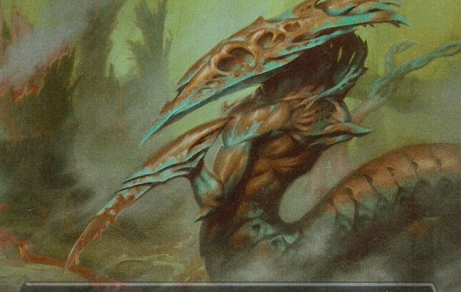
*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

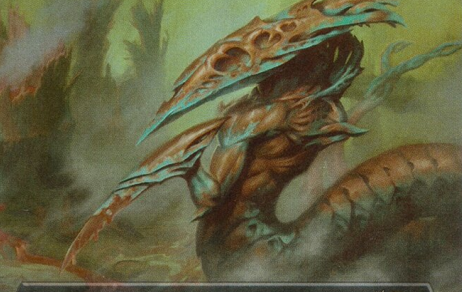
*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

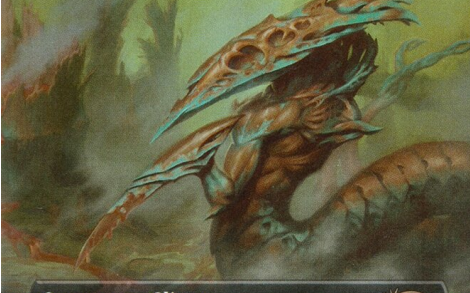
2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

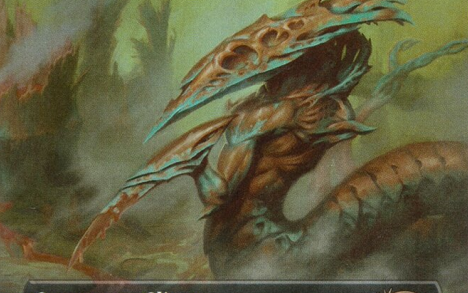
2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

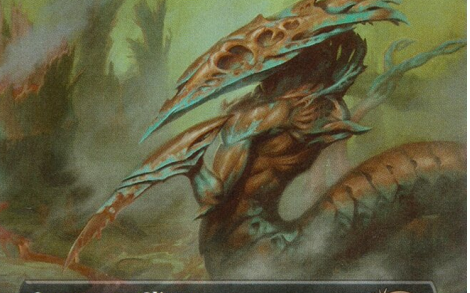
2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

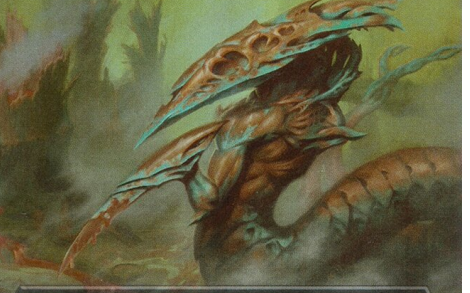
2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast

Tempered Sliver

2



Creature — Sliver

Sliver creatures you control have “Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.”

*The question isn’t whether slivers will adapt to a world’s perils but whether the world’s perils will adapt to slivers.*

2/2

657 SLD ★ EN R MITCHELL MALLOY

™ & © 2022 Wizards of the Coast