

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.*

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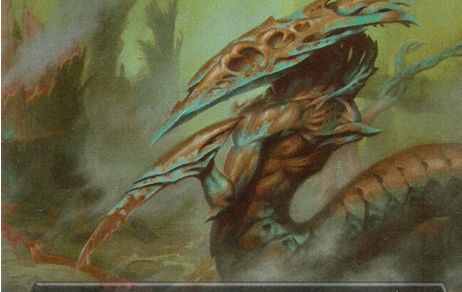
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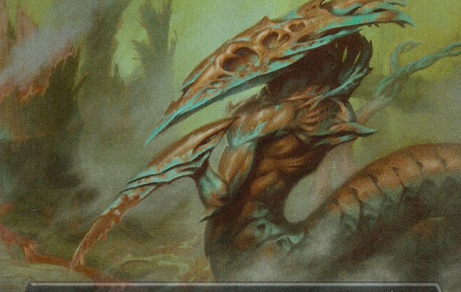
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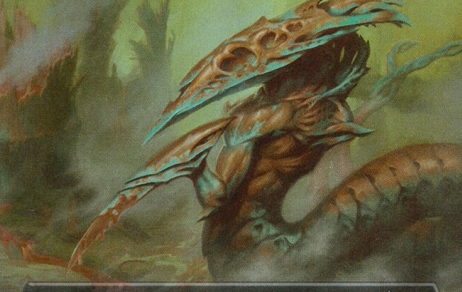
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