

Crystalline Sliver



Summon Sliver



Slivers cannot be the target of spells or abilities.

Bred as living shields, these slivers have proven unruly—they know they cannot be caught.

Illus. L. A. Williams
© 1998 Wizards of the Coast, Inc.

2/2

Crystalline Sliver



Summon Sliver



Slivers cannot be the target of spells or abilities.

Bred as living shields, these slivers have proven unruly—they know they cannot be caught.

Illus. L. A. Williams
© 1998 Wizards of the Coast, Inc.

2/2

Crystalline Sliver



Summon Sliver



Slivers cannot be the target of spells or abilities.

Bred as living shields, these slivers have proven unruly—they know they cannot be caught.

Illus. L. A. Williams
© 1998 Wizards of the Coast, Inc.

2/2

Crystalline Sliver



Summon Sliver



Slivers cannot be the target of spells or abilities.

Bred as living shields, these slivers have proven unruly—they know they cannot be caught.

Illus. L. A. Williams
© 1998 Wizards of the Coast, Inc.

2/2

Crystalline Sliver



Summon Sliver



Slivers cannot be the target of spells or abilities.

Bred as living shields, these slivers have proven unruly—they know they cannot be caught.

Illus. L. A. Williams
© 1998 Wizards of the Coast, Inc.

2/2

Crystalline Sliver



Summon Sliver



Slivers cannot be the target of spells or abilities.

Bred as living shields, these slivers have proven unruly—they know they cannot be caught.

Illus. L. A. Williams
© 1998 Wizards of the Coast, Inc.

2/2

Crystalline Sliver



Summon Sliver



Slivers cannot be the target of spells or abilities.

Bred as living shields, these slivers have proven unruly—they know they cannot be caught.

Illus. L. A. Williams
© 1998 Wizards of the Coast, Inc.

2/2

Crystalline Sliver



Summon Sliver



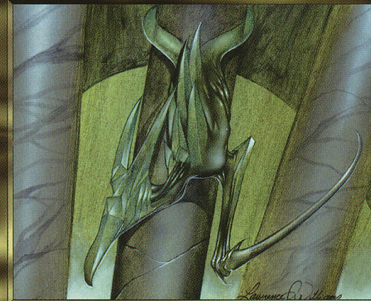
Slivers cannot be the target of spells or abilities.

Bred as living shields, these slivers have proven unruly—they know they cannot be caught.

Illus. L. A. Williams
© 1998 Wizards of the Coast, Inc.

2/2

Crystalline Sliver



Summon Sliver



Slivers cannot be the target of spells or abilities.

Bred as living shields, these slivers have proven unruly—they know they cannot be caught.

Illus. L. A. Williams
© 1998 Wizards of the Coast, Inc.

2/2