Quick Sliver 1



Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1



Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1



Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1



Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1

Quick Sliver 1

Creature — Sliver

You may play Quick Sliver any time you could play an instant.

Any player may play Sliver cards any time he or she could play an instant.

The directors of the Riptide Project wanted instant results on the sliver experiments. They got their wish.

Illus. John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 136/145

1/1