Magma Sliver 3



Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3



Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3



Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3



Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast

Magma Sliver 3

Creature — Sliver

All Slivers have ": Target Sliver creature gets +X/+0 until end of turn, where X is the number of Slivers on the battlefield."

As malleable as molten steel, but as dangerous as the finished blade.

3/3

641 R
SLD ★ EN Wayne England

™ & © 2022 Wizards of the Coast