

Home > Games > Magic > Magicthegathering.com > Magic Arcana



MAGICTHEGATHERING.COM

ARTICLES

- Related links
- Read other articles

TOURNAMENTS

MAGIC ONLINE

Article Search ▾

Sliver checklist

Magic Arcana
Thursday, March 11, 2004

Are you building the ultimate Sliver deck -- or are you just a mad Sliver collector? Do need to know all the stats of all the Sliver cards, or just curious which is the biggest one? Do you want a guide to where you can find each Sliver card printed so far? If so, you're in luck. Here's a complete list of all cards Slivericious.

Name	Cost	Type	Rules Text	P/T	Set	Rarity
Acidic Sliver	2	Creature — Sliver	All Slivers have "2: Sacrifice this creature: This creature deals 2 damage to target creature or player."	2/2	Stronghold	U
Armor Sliver	2	Creature — Sliver	All Slivers have "2: This creature gets +0/+1 until end of turn."	2/2	Tempest	U
Barbed Sliver	2	Creature — Sliver	All Slivers have "2: This creature gets +1/+0 until end of turn."	2/2	Tempest	U
Blade Sliver	2	Creature — Sliver	All Slivers get +1/+0.	2/2	Legions	U
Brood Sliver	4	Creature — Sliver	Whenever a Sliver deals combat damage to a player, its controller may put a 1/1 colorless Sliver creature token into play.	3/3	Legions	R
Clot Sliver	1	Creature — Sliver	All Slivers have "2: Regenerate this creature."	1/1	Tempest	C
Crypt Sliver	1	Creature — Sliver	All Slivers have "2: Regenerate target Sliver."	1/1	Legions	C
Crystalline Sliver	2	Creature — Sliver	Slivers can't be the targets of spells or abilities.	2/2	Stronghold	U
Essence Sliver	3	Creature — Sliver	Whenever a Sliver deals damage, its controller gains that much life.	3/3	Legions	R
Heart Sliver	1	Creature — Sliver	All Slivers have haste.	1/1	Tempest	C
Hibernation Sliver	6	Creature — Sliver	All Slivers have "Pay 2 life: Return this creature to its owner's hand."	2/2	Stronghold	U
Horned Sliver	2	Creature — Sliver	All Slivers have trample.	2/2	Tempest	U
Hunter Sliver	1	Creature — Sliver	All Slivers have provoke. (When a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.)	1/1	Legions	C
Magma Sliver	3	Creature — Sliver	All Slivers have "2: Target Sliver gets +X/+0 until end of turn, where X is the number of Slivers in play."	3/3	Legions	R
Metallic Sliver	1	Artifact Creature — Sliver		1/1	Tempest	C
Mindwhip Sliver	2	Creature — Sliver	All Slivers have "2: Sacrifice this creature: Target player discards a card at random from his or her hand. Play this ability only any time you could play a sorcery."	2/2	Tempest	U
Mistform Sliver	1	Creature — Illusion Sliver	All Slivers have "1: This creature's type becomes the creature type of your choice in addition to its other types until end of turn."	1/1	Legions	C

Mistform Ultimus (Yep, it's a sliver!)		Creature — Illusion Legend	Mistform Ultimus is every creature type (even if this card isn't in play). Mistform Ultimus may attack as though it weren't a Wall.	3/3	Legions	R
Mnemonic Sliver		Creature — Sliver	All Slivers have "2", Sacrifice this creature: Draw a card."	2/2	Tempest	U
Muscle Sliver		Creature — Sliver	All Slivers get +1/+1.	1/1	Tempest	C
Plated Sliver		Creature — Sliver	All Slivers get +0/+1.	1/1	Legions	C
Quick Sliver		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.	1/1	Legions	C
Root Sliver		Creature — Sliver	Root Sliver can't be countered. Sliver spells can't be countered.	2/2	Legions	U
Shifting Sliver		Creature — Sliver	Slivers can't be blocked except by Slivers.	2/2	Legions	U
Sliver Overlord		Creature — Sliver Mutant Legend	3: Search your library for a Sliver card, reveal that card, and put it into your hand. Then shuffle your library. 3: Gain control of target Sliver. (This effect doesn't end at end of turn.)	7/7	Scourge	R
Sliver Queen		Creature — Sliver Legend	2: Put a 1/1 colorless Sliver creature token into play.	7/7	Stronghold	R
Spectral Sliver		Creature — Sliver	All Slivers have "2": This creature gets +1/+1 until end of turn."	2/2	Legions	U
Spined Sliver		Creature — Sliver	Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it.	2/2	Stronghold	U
Synapse Sliver		Creature — Sliver	Whenever a Sliver deals combat damage to a player, its controller may draw a card.	3/3	Legions	R
Talon Sliver		Creature — Sliver	All Slivers have first strike.	1/1	Tempest	C
Toxin Sliver		Creature — Sliver	Whenever a Sliver deals combat damage to a creature, destroy that creature. It can't be regenerated.	3/3	Legions	R
Victual Sliver		Creature — Sliver	All Slivers have "2", Sacrifice this creature: You gain 4 life."	2/2	Stronghold	U
Ward Sliver		Creature — Sliver	As Ward Sliver comes into play, choose a color. All Slivers have protection from the chosen color.	2/2	Legions	U
Winged Sliver		Creature — Sliver	All Slivers have flying.	1/1	Tempest	C

[Magic Arcana Archive](#)

Continue

Other recent articles



[City By the Bay](#) Trample and targeting
John Carter

Today



[Horobi's Army](#) The granddaddy of all skulkers
Nate Heiss

Yesterday



[September B&R List Update](#) Lots of changes this time around
Aaron Forsythe

Yesterday



[Year of the Rat](#) The vermin lord cometh
Mark Gottlieb

2 days ago



[Closing the Books on Standard](#) From GP Nagoya to Worlds
Brian David-Marshall

2 days ago

- [More recent articles](#)
- [Return to Magicthegathering.com](#)

[WHAT'S NEW](#) [CORPORATE INFO](#) [WHERE TO BUY](#) [INTERNATIONAL](#) [SUPPORT](#) [SITEMAP](#) [PRODUCTS](#)

© 1995-2004 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved.
Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.
[PRIVACY STATEMENT](#)