

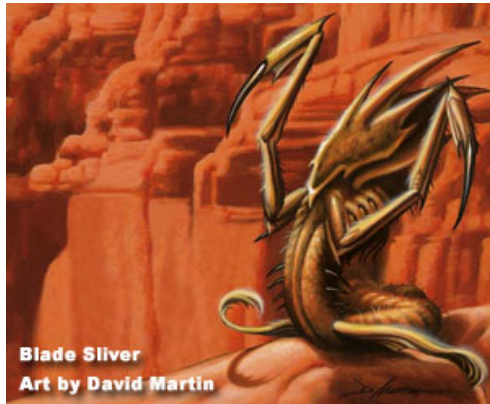
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Sliver Ability Swaps

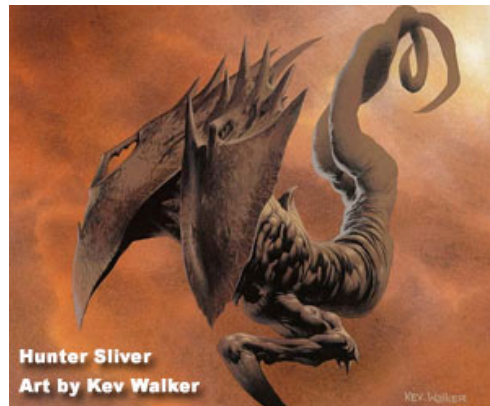
Magic Arcana
 Tuesday, April 5, 2005

The [Legions slivers](#) took a lot of tinkering to reach their final forms -- they spent a lot of time on the Riptide Project drawing board, as it were.



In most cases, the slivers' art corresponds in some way to its ability. For example, **Blade Sliver**, which pumps slivers' offensive capabilities, has two claws instead of one.

But many of the slivers' abilities were still being hammered out *after* their **Crypt Sliver** art by Edward P. Beard, Jr. art was commissioned. For example, the oily form of **Crypt Sliver** originally had a **Fear**-like evasion ability. The art was originally intended to show a sliver that could dive down into the muck to avoid being seen. During development, **Crypt Sliver's** ability was seen as redundant with **Shifting Sliver's** near-unblockability, so was changed to a regeneration ability.



Hunter Sliver was originally slated to have another difficult-to-block ability, similar to **Goblin War Drums** or **Vine Kami**. It has two heads, which originally was meant to indicate its ability to engage multiple blockers. Its ability was swapped out for first strike and then eventually to **Legions'** new provoke mechanic.



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