Dimir Infiltrator



Creature — Spirit

Dimir Infiltrator is unblockable.

Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

1/3

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 203/306

Dimir Infiltrator

Creature — Spirit

Dimir Infiltrator is unblockable.

Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

1/3

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 203/306

Dimir Infiltrator

Creature — Spirit

Dimir Infiltrator is unblockable.

Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

1/3

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 203/306

Dimir Infiltrator

Creature — Spirit

Dimir Infiltrator is unblockable.

Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

1/3

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 203/306

Dimir Infiltrator

Creature — Spirit

Dimir Infiltrator is unblockable.

Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

1/3

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 203/306

Dimir Infiltrator

Creature — Spirit

Dimir Infiltrator is unblockable.

Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

1/3

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 203/306

Dimir Infiltrator

Creature — Spirit

Dimir Infiltrator is unblockable.

Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

1/3

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 203/306

Dimir Infiltrator

Creature — Spirit

Dimir Infiltrator is unblockable.

Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

1/3

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 203/306

Dimir Infiltrator

Creature — Spirit

Dimir Infiltrator is unblockable.

Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

1/3

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 203/306