Dimir House Guard 3



Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3



Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3



Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3



Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306

Dimir House Guard 3

Creature — Skeleton

Fear

Sacrifice a creature: Regenerate Dimir House Guard.

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.)*

John Zeleznik

2/3

™ & © 1993–2005 Wizards of the Coast, Inc. 83/306