House Dimir

The Unseen

Origins of Dimir

- House Dimir was founded by an ancient vampire: Szadek.
- The vampire was one of the ten members that signed the Guildpact.
- He ruled over House Dimir for 10,000 years.
- An agreement was made with all of the Guildpact creators:
 House Dimir was not to be revealed.
- Not many people knew of House Dimir's existence, and it was often chalked up to a conspiracy theory by most citizens.

Origins of Dimir

- However, this disinformation was spread by House Dimir, concealing their identity further.
- This went on for a very long time, until he was attacked by Jarad Savo, a Dark Elven Lich allied with the Golgari Swarm.
- Argus Kos, a Boros General, arrested him after the attack, where he was imprisoned by the Azorius Senate, who later secretly execute him.
- House Dimir is now under Lazav's, leadership. He is a powerful shapeshift.

Guild Members

- House Dimir is mostly made up of:
 - Spies
 - Thieves
 - Assassins
 - o Spymages
 - Informants
 - Alchemists

Priorities of Dimir

- Dimir holds these values of importance:
 - Secrecy
 - Stealth
 - Efficiency
 - Manipulation
 - Exhortation

Guild Abilities: Transmute

- Transmute is an ability that allows the owner to pay a cost to discard the card and search your Library for a card with the same Converted Mana Cost.
- Example:
 - Muddle the Mixture (2 Blue Mana)
 - Counter Target Instant or Sorcery Spell
 - Transmute (1 Mana and 2 Blue Mana)
 - Discard Muddle the Mixture and search your library for a card with Converted Mana Cost of 2 Mana

Guild Abilities: Cipher

- Cipher allows you to cast a copy of a spell by exiling it from your Graveyard and targeting a creature you control (That "Encodes" the spell into that creature card). When that creature does damage to a player, you can cast the encoded spell without paying it's cost.
- Example:
 - Shadow Slice (4 Mana and 1 Black Mana)
 - Cipher (Exile this card when cast to encode it onto target creature. When that creature does damage to a player, you may cast the encoded spell for 0 Mana)

Guild Abilities: Surveil

- Surveil is an ability that allows you to look at a specified number of cards on top of your deck. From there, you have two options:
 - Arrange the revealed cards in any order
 - Send a revealed card to the Graveyard
- Example
 - When Dimir Informant enters the battlefield, Surveil 2
 - Look at the top 2 cards of your Library (For Example, Swamp and Island)
 - You may send any of them to the Graveyard, and arrange them how you want