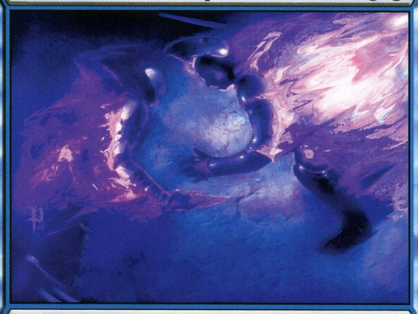
Peel from Reality 1 U



Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

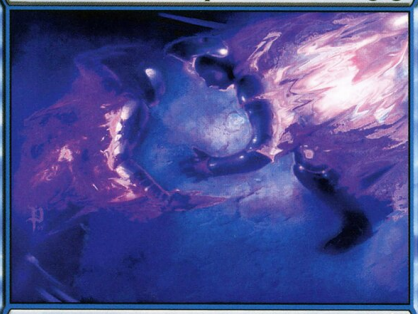
Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U



Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

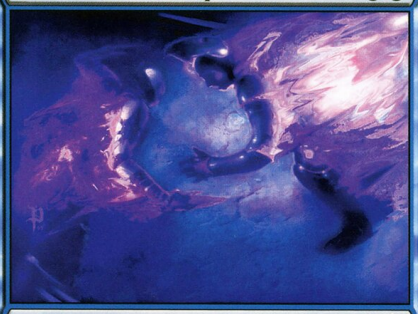
Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U



Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

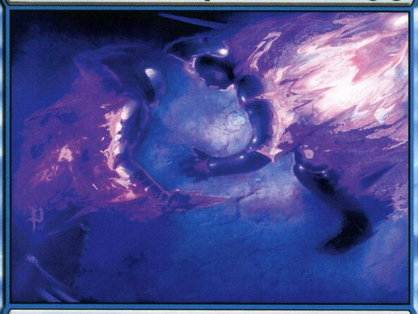
Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U



Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306

Peel from Reality 1 U

Instant

Return target creature you control and target creature you don't control to their owners' hands.

When House Dimir's secrets are in danger of exposure, the guild takes drastic measures to cover its tracks.

Puddnhead

™ & © 1993–2005 Wizards of the Coast, Inc. 61/306