

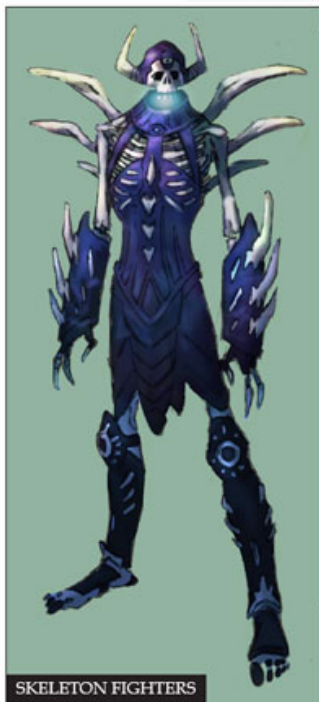
Home > Games > Magic > Magicthegathering.com > Magic Arcana



Ravnica Style Guide: Dimir

Magic Arcana
 Tuesday, November 8, 2005

The Dimir are cunning, unseen manipulators, so the Dimir chapter of the *Ravnica* style guide is full of unpleasant spooks and the dreary places they haunt. Today we look at a few concept sketches from that very chapter, and some of the final *Ravnica* art that was inspired by it.



Ravnica style guide: Dimir skeleton troops and Dimir House Guard

Combine Blue's mastery of metamagic and Black's ready access to undead troops, and you get the Dimir skeleton: a enlightened regenerator that aids its master find a more appropriate spell when necessary. Note how the cool hovering skull details suggests a more mystically empowered undead minion.

PRODUCTS

MAGIC ONLINE

MESSAGE BOARDS

Magic General Forum
 magicthegathering.com Forum

RULES

RULES



Ravnica style guide: Thieving spirit sketch and Dimir Cutpurse

The Dimir walk among us, unseen but detectable through what they manipulate and steal. It's tough to see in this screen-width ([click here for Kev Walker's full art](#)), but the Dimir Cutpurse has its ghostly, rags-dressed arm right in an unsuspecting Ravnican's pocket. Creepy.



U/B GUILD WARRIOR



ZOMBIE ASSASSIN



Dimir Infiltrator
Art by Jim Nelson



Roofstalker Wight
Art by Puddhead

Ravnica style guide: U/B guild warrior and zombie assassin; Dimir Infiltrator and Roofstalker Wight

Exoskeletons. Ribcages. Assassin's blades made from sharpened bone. There's a lot of emphasis on exposed skeletal structure -- a dramatic twist on the secrecy of the guild. It suggests that, if you were ever to actually catch a glimpse of *Dimir Infiltrator* or *Roofstalker Wight*, you'd be out of your mind with horror. Right before you died.



[Discuss](#) on the message boards



[Magic Arcana](#) archive

