Aura Thief 3



Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3



Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3



Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3



Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2

Aura Thief 3

Creature — Illusion

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Illusion steals reality from the unwise.

Illus. Ron Spears
©1993-1999 Wizards of the Coast, Inc. 26/143

2/2