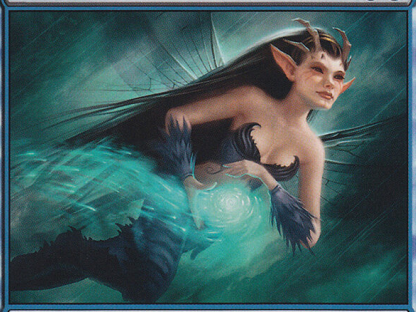
**Dream Thief** 2U



Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

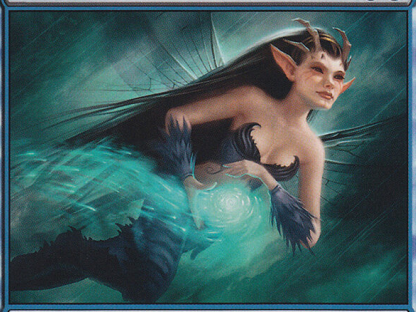
*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U



Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

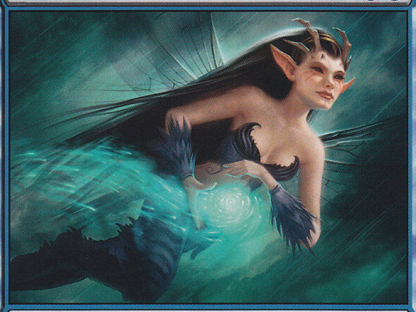
*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U



Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

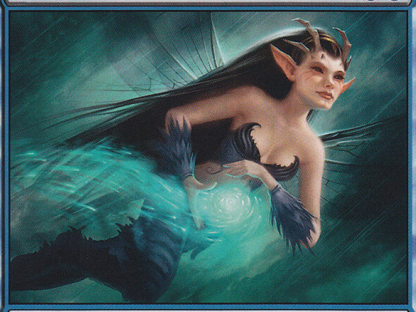
*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U



Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180

**Dream Thief** 2U

Creature — Faerie Rogue

Flying

When Dream Thief comes into play, draw a card if you played another blue spell this turn.

*Awylla's salvaged dreams would finally be put to good use.*

Howard Lyon

2/1

™ & © 1993–2008 Wizards of the Coast, Inc. 20/180