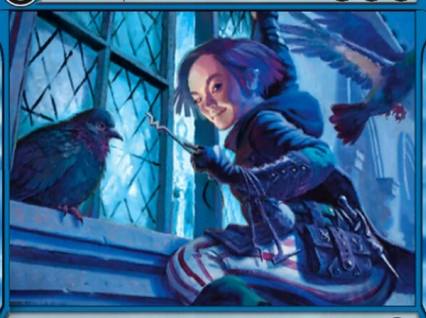
Alora, Cheerful Thief 3UU



Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

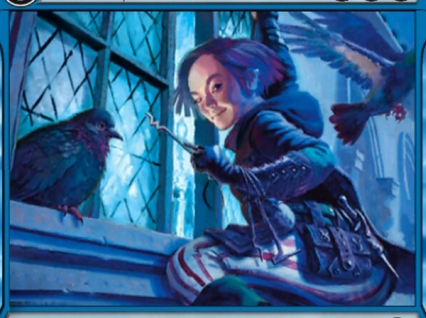
Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU



Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

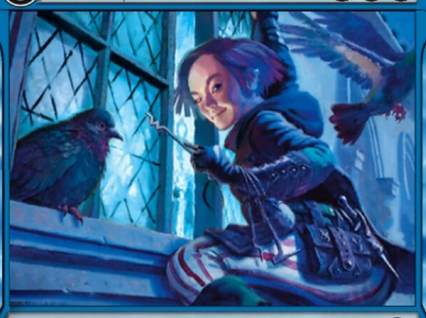
Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU



Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

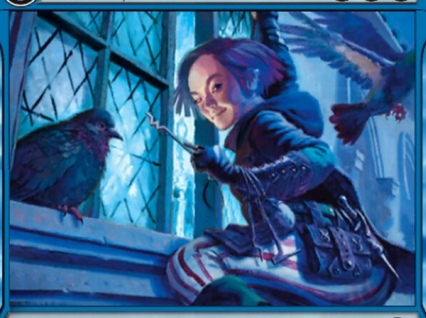
Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU



Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4

Alora, Cheerful Thief 3UU

Legendary Creature – Halfling Rogue

Whenever you attack, up to one target attacking creature can't be blocked this turn. At the beginning of the next end step, return that creature to its owner's hand. If you do, a creature of your choice an opponent controls perpetually gets -1/-0.

Aaron Miller

4/4