Marauding Sphinx {3}{U}{B}



Creature — Sphinx Rogue

Flying, vigilance, ward 2

Whenever you commit a crime, surveil 2. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

She poses a riddle to each mark, allowing them a chance to keep their goods. Thus far, none have succeeded.

3/5

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