**Sphinx of Jwar Isle** {4}{U}{U}

**Creature — Sphinx**

Flying, shroud

You may look at the top card of your library. *(You may do this at any time.)*

*"Even if the sphinxes do know the location of every relic, getting one to talk is harder than just searching yourself."*
*—Sachir, Akoum Expeditionary House*

Justin Sweet

5/5

™ & © 1993–2009 Wizards of the Coast LLC 68/249

**Sphinx of Jwar Isle** {4}{U}{U}



**Creature — Sphinx**

Flying, shroud

You may look at the top card of your library. *(You may do this at any time.)*

*"Even if the sphinxes do know the location of every relic, getting one to talk is harder than just searching yourself."*
*—Sachir, Akoum Expeditionary House*

Justin Sweet

5/5

™ & © 1993–2009 Wizards of the Coast LLC 68/249

**Sphinx of Jwar Isle** {4}{U}{U}



**Creature — Sphinx**

Flying, shroud

You may look at the top card of your library. *(You may do this at any time.)*

*"Even if the sphinxes do know the location of every relic, getting one to talk is harder than just searching yourself."*
*—Sachir, Akoum Expeditionary House*

Justin Sweet

5/5

™ & © 1993–2009 Wizards of the Coast LLC 68/249

**Sphinx of Jwar Isle** {4}{U}{U}

**Creature — Sphinx**

Flying, shroud

You may look at the top card of your library. *(You may do this at any time.)*

*"Even if the sphinxes do know the location of every relic, getting one to talk is harder than just searching yourself."*
*—Sachir, Akoum Expeditionary House*

Justin Sweet

5/5

™ & © 1993–2009 Wizards of the Coast LLC 68/249