
Tivit, Seller of Secrets
Legendary Creature — Sphinx Rogue
Flying, ward 3
Council's dilemma — Whenever Tivit enters the battlefield or deals combat damage to a player, starting with you, each player votes for evidence or bribery. For each evidence vote, investigate. For each bribery vote, create a Treasure token.
While voting, you may vote an additional time. (The votes can be for different choices or for the same choice.)
6/6
0000 / 115M
NCC • EN
Chris Rahn


Tivit, Seller of Secrets
Legendary Creature — Sphinx Rogue
Flying, ward 3
Council's dilemma — Whenever Tivit enters the battlefield or deals combat damage to a player, starting with you, each player votes for evidence or bribery. For each evidence vote, investigate. For each bribery vote, create a Treasure token.
While voting, you may vote an additional time. (The votes can be for different choices or for the same choice.)
6/6
0000 / 115M
NCC • EN
Chris Rahn


Tivit, Seller of Secrets
Legendary Creature — Sphinx Rogue
Flying, ward 3
Council's dilemma — Whenever Tivit enters the battlefield or deals combat damage to a player, starting with you, each player votes for evidence or bribery. For each evidence vote, investigate. For each bribery vote, create a Treasure token.
While voting, you may vote an additional time. (The votes can be for different choices or for the same choice.)
6/6
0000 / 115M
NCC • EN
Chris Rahn


Tivit, Seller of Secrets
Legendary Creature — Sphinx Rogue
Flying, ward 3
Council's dilemma — Whenever Tivit enters the battlefield or deals combat damage to a player, starting with you, each player votes for evidence or bribery. For each evidence vote, investigate. For each bribery vote, create a Treasure token.
While voting, you may vote an additional time. (The votes can be for different choices or for the same choice.)
6/6
0000 / 115M
NCC • EN
Chris Rahn