Petra Sphinx 2



Creature — Sphinx

: Target player names a card, then reveals the top card of his or her library. If that card is the named card, that player puts it into his or her hand. If it isn't, the player puts it into his or her graveyard.

What walks on four legs in the morning, two legs in the afternoon, and three legs in the evening?

Illus. Sandra Everingham
™ & © 1993-2007 Wizards of the Coast LLC 23/195
3/4

Petra Sphinx 2



Creature — Sphinx

: Target player names a card, then reveals the top card of his or her library. If that card is the named card, that player puts it into his or her hand. If it isn't, the player puts it into his or her graveyard.

What walks on four legs in the morning, two legs in the afternoon, and three legs in the evening?

Illus. Sandra Everingham
™ & © 1993-2007 Wizards of the Coast LLC 23/195
3/4

Petra Sphinx 2



Creature — Sphinx

: Target player names a card, then reveals the top card of his or her library. If that card is the named card, that player puts it into his or her hand. If it isn't, the player puts it into his or her graveyard.

What walks on four legs in the morning, two legs in the afternoon, and three legs in the evening?

Illus. Sandra Everingham
™ & © 1993-2007 Wizards of the Coast LLC 23/195
3/4

Petra Sphinx 2



Creature — Sphinx

: Target player names a card, then reveals the top card of his or her library. If that card is the named card, that player puts it into his or her hand. If it isn't, the player puts it into his or her graveyard.

What walks on four legs in the morning, two legs in the afternoon, and three legs in the evening?

Illus. Sandra Everingham
™ & © 1993-2007 Wizards of the Coast LLC 23/195
3/4