

Hour of Need

2



Instant



Strive — Hour of Need costs 1 more to cast for each target beyond the first.
Exile any number of target creatures.
For each creature exiled this way, its controller puts a 4/4 blue Sphinx creature token with flying onto the battlefield.

— Jesper Ejsing

™ & © 2014 Wizards of the Coast 40/165

Hour of Need

2



Instant



Strive — Hour of Need costs 1 more to cast for each target beyond the first.
Exile any number of target creatures.
For each creature exiled this way, its controller puts a 4/4 blue Sphinx creature token with flying onto the battlefield.

— Jesper Ejsing

™ & © 2014 Wizards of the Coast 40/165

Hour of Need

2



Instant



Strive — Hour of Need costs 1 more to cast for each target beyond the first.
Exile any number of target creatures.
For each creature exiled this way, its controller puts a 4/4 blue Sphinx creature token with flying onto the battlefield.

— Jesper Ejsing

™ & © 2014 Wizards of the Coast 40/165

Hour of Need

2



Instant



Strive — Hour of Need costs 1 more to cast for each target beyond the first.
Exile any number of target creatures.
For each creature exiled this way, its controller puts a 4/4 blue Sphinx creature token with flying onto the battlefield.

— Jesper Ejsing

™ & © 2014 Wizards of the Coast 40/165