THE NEEDS OF THE MANY

1



INSTANT

As an additional cost to cast this spell, sacrifice a creature.

Creatures you control gain hexproof and indestructible until end of turn. You gain hexproof until end of turn. Prevent all damage that would be dealt to you this turn. Exile The Needs of the Many.

R 0529
TRK ★ EN ✒ Jack Hughes

© 2026 CBS.
™ & © 2026 Wizards of the Coast

THE NEEDS OF THE MANY

1

INSTANT

As an additional cost to cast this spell, sacrifice a creature.

Creatures you control gain hexproof and indestructible until end of turn. You gain hexproof until end of turn. Prevent all damage that would be dealt to you this turn. Exile The Needs of the Many.

R 0529
TRK ★ EN ✒ Jack Hughes

© 2026 CBS.
™ & © 2026 Wizards of the Coast



THE NEEDS OF THE MANY

1

INSTANT

As an additional cost to cast this spell, sacrifice a creature.

Creatures you control gain hexproof and indestructible until end of turn. You gain hexproof until end of turn. Prevent all damage that would be dealt to you this turn. Exile The Needs of the Many.

R 0529
TRK ★ EN ✒ Jack Hughes

© 2026 CBS.
™ & © 2026 Wizards of the Coast



THE NEEDS OF THE MANY

1

INSTANT

As an additional cost to cast this spell, sacrifice a creature.

Creatures you control gain hexproof and indestructible until end of turn. You gain hexproof until end of turn. Prevent all damage that would be dealt to you this turn. Exile The Needs of the Many.

R 0529
TRK ★ EN ✒ Jack Hughes

© 2026 CBS.
™ & © 2026 Wizards of the Coast



THE NEEDS OF THE MANY

1

INSTANT

As an additional cost to cast this spell, sacrifice a creature.

Creatures you control gain hexproof and indestructible until end of turn. You gain hexproof until end of turn. Prevent all damage that would be dealt to you this turn. Exile The Needs of the Many.

R 0529
TRK ★ EN ✒ Jack Hughes

© 2026 CBS.
™ & © 2026 Wizards of the Coast



THE NEEDS OF THE MANY

1

INSTANT

As an additional cost to cast this spell, sacrifice a creature.

Creatures you control gain hexproof and indestructible until end of turn. You gain hexproof until end of turn. Prevent all damage that would be dealt to you this turn. Exile The Needs of the Many.

R 0529
TRK ★ EN ✒ Jack Hughes

© 2026 CBS.
™ & © 2026 Wizards of the Coast



THE NEEDS OF THE MANY

1

INSTANT

As an additional cost to cast this spell, sacrifice a creature.

Creatures you control gain hexproof and indestructible until end of turn. You gain hexproof until end of turn. Prevent all damage that would be dealt to you this turn. Exile The Needs of the Many.

R 0529
TRK ★ EN ✒ Jack Hughes

© 2026 CBS.
™ & © 2026 Wizards of the Coast



THE NEEDS OF THE MANY

1

INSTANT

As an additional cost to cast this spell, sacrifice a creature.

Creatures you control gain hexproof and indestructible until end of turn. You gain hexproof until end of turn. Prevent all damage that would be dealt to you this turn. Exile The Needs of the Many.

R 0529
TRK ★ EN ✒ Jack Hughes

© 2026 CBS.
™ & © 2026 Wizards of the Coast



THE NEEDS OF THE MANY

1

INSTANT

As an additional cost to cast this spell, sacrifice a creature.

Creatures you control gain hexproof and indestructible until end of turn. You gain hexproof until end of turn. Prevent all damage that would be dealt to you this turn. Exile The Needs of the Many.

R 0529
TRK ★ EN ✒ Jack Hughes

© 2026 CBS.
™ & © 2026 Wizards of the Coast



THE NEEDS OF THE MANY

1

INSTANT

As an additional cost to cast this spell, sacrifice a creature.

Creatures you control gain hexproof and indestructible until end of turn. You gain hexproof until end of turn. Prevent all damage that would be dealt to you this turn. Exile The Needs of the Many.

R 0529
TRK ★ EN ✒ Jack Hughes

© 2026 CBS.
™ & © 2026 Wizards of the Coast