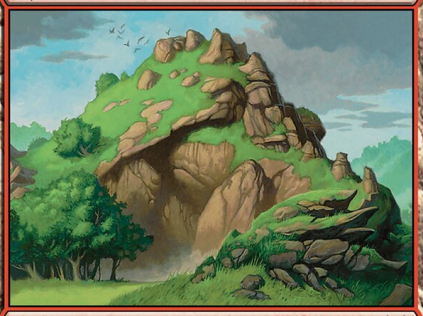
Spinerock Knoll



Land

Hideaway 4 *(When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

Spinerock Knoll enters tapped.

{T}: Add {R}.

{R}, {T}: You may play the exiled card without paying its mana cost if an opponent was dealt 7 or more damage this turn.

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