Fight Rigging



Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging



Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging



Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging



Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast

Fight Rigging

Enchantment

Hideaway 5 *(When this enchantment enters the battlefield, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

145/281 R
SNC ★ EN ▶ DAARKEN

™ & © 2022 Wizards of the Coast