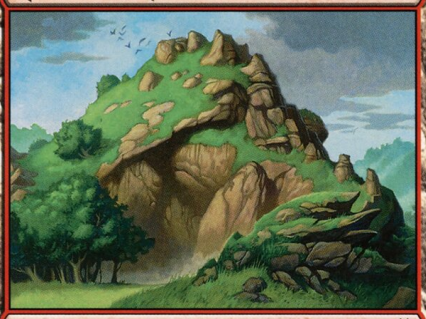
Spinerock Knoll



Land

Hideaway 4 *(When this land enters the battlefield, 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 the battlefield 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.

916 R
CLB • EN Steve Prescott

™ & © 2022 Wizards of the Coast