Cemetery Tampering



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 your upkeep, you may mill three cards. Then if there are twenty or more cards in your graveyard, you may play the exiled card without paying its mana cost.

069/281 R
SNC • EN
Taras Susak

™ & © 2022 Wizards of the Coast

Cemetery Tampering
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 your upkeep, you may mill three cards. Then if there are twenty or more cards in your graveyard, you may play the exiled card without paying its mana cost.
069/281 R
SNC • EN
Taras Susak
™ & © 2022 Wizards of the Coast

Cemetery Tampering
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 your upkeep, you may mill three cards. Then if there are twenty or more cards in your graveyard, you may play the exiled card without paying its mana cost.
069/281 R
SNC • EN
Taras Susak
™ & © 2022 Wizards of the Coast

Cemetery Tampering
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 your upkeep, you may mill three cards. Then if there are twenty or more cards in your graveyard, you may play the exiled card without paying its mana cost.
069/281 R
SNC • EN
Taras Susak
™ & © 2022 Wizards of the Coast

Cemetery Tampering
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 your upkeep, you may mill three cards. Then if there are twenty or more cards in your graveyard, you may play the exiled card without paying its mana cost.
069/281 R
SNC • EN
Taras Susak
™ & © 2022 Wizards of the Coast

Cemetery Tampering
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 your upkeep, you may mill three cards. Then if there are twenty or more cards in your graveyard, you may play the exiled card without paying its mana cost.
069/281 R
SNC • EN
Taras Susak
™ & © 2022 Wizards of the Coast

Cemetery Tampering
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 your upkeep, you may mill three cards. Then if there are twenty or more cards in your graveyard, you may play the exiled card without paying its mana cost.
069/281 R
SNC • EN
Taras Susak
™ & © 2022 Wizards of the Coast

Cemetery Tampering
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 your upkeep, you may mill three cards. Then if there are twenty or more cards in your graveyard, you may play the exiled card without paying its mana cost.
069/281 R
SNC • EN
Taras Susak
™ & © 2022 Wizards of the Coast

Cemetery Tampering
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 your upkeep, you may mill three cards. Then if there are twenty or more cards in your graveyard, you may play the exiled card without paying its mana cost.
069/281 R
SNC • EN
Taras Susak
™ & © 2022 Wizards of the Coast