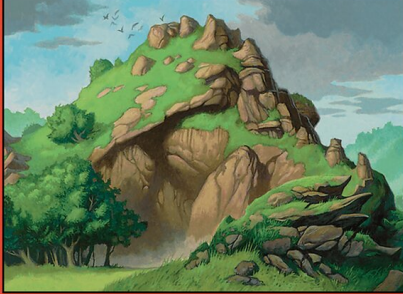


Spinerock Knoll



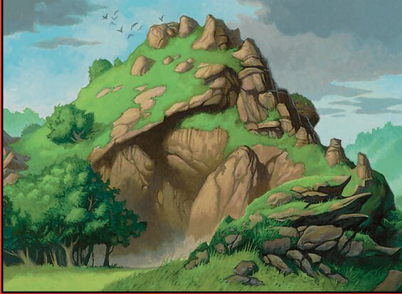
Land

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.
♣: Add ♠.
♠, ♣: You may play the exiled card without paying its mana cost if an opponent was dealt 7 or more damage this turn.

R 0300
DSC • EN STEVE PRESCOTT

™ & © 2024 Wizards of the Coast

Spinerock Knoll



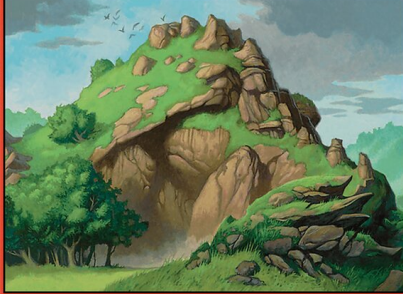
Land

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.
♣: Add ♠.
♠, ♣: You may play the exiled card without paying its mana cost if an opponent was dealt 7 or more damage this turn.

R 0300
DSC • EN STEVE PRESCOTT

™ & © 2024 Wizards of the Coast

Spinerock Knoll



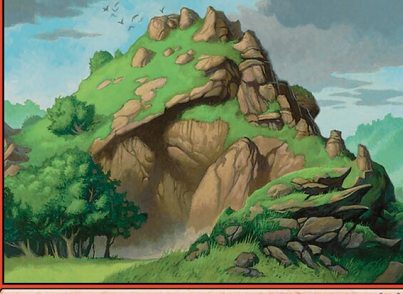
Land

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.
♣: Add ♠.
♠, ♣: You may play the exiled card without paying its mana cost if an opponent was dealt 7 or more damage this turn.

R 0300
DSC • EN STEVE PRESCOTT

™ & © 2024 Wizards of the Coast

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.
♣: Add ♠.
♠, ♣: You may play the exiled card without paying its mana cost if an opponent was dealt 7 or more damage this turn.

R 0300
DSC • EN STEVE PRESCOTT

™ & © 2024 Wizards of the Coast