Windbrisk Heights



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.)*

This land enters tapped.

{T}: Add {*}.

{*}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn.

R 0411
TDC • EN ✒ Omar Rayyan

™ & © 2025 Wizards of the Coast

Windbrisk Heights

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.)*

This land enters tapped.

{T}: Add {*}.

{*}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn.

R 0411
TDC • EN ✒ Omar Rayyan

™ & © 2025 Wizards of the Coast

Windbrisk Heights

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.)*

This land enters tapped.

{T}: Add {*}.

{*}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn.

R 0411
TDC • EN ✒ Omar Rayyan

™ & © 2025 Wizards of the Coast

Windbrisk Heights

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.)*

This land enters tapped.

{T}: Add {*}.

{*}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn.

R 0411
TDC • EN ✒ Omar Rayyan

™ & © 2025 Wizards of the Coast

Windbrisk Heights

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.)*

This land enters tapped.

{T}: Add {*}.

{*}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn.

R 0411
TDC • EN ✒ Omar Rayyan

™ & © 2025 Wizards of the Coast

Windbrisk Heights

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.)*

This land enters tapped.

{T}: Add {*}.

{*}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn.

R 0411
TDC • EN ✒ Omar Rayyan

™ & © 2025 Wizards of the Coast

Windbrisk Heights

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.)*

This land enters tapped.

{T}: Add {*}.

{*}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn.

R 0411
TDC • EN ✒ Omar Rayyan

™ & © 2025 Wizards of the Coast

Windbrisk Heights

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.)*

This land enters tapped.

{T}: Add {*}.

{*}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn.

R 0411
TDC • EN ✒ Omar Rayyan

™ & © 2025 Wizards of the Coast

Windbrisk Heights

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.)*

This land enters tapped.

{T}: Add {*}.

{*}, {T}: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn.

R 0411
TDC • EN ✒ Omar Rayyan

™ & © 2025 Wizards of the Coast