Path of Discovery



Enchantment

Whenever a creature you control enters, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)*

After a perilous journey, the Fantastic Four beheld Attilan, the Great Refuge of the Inhumans.

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