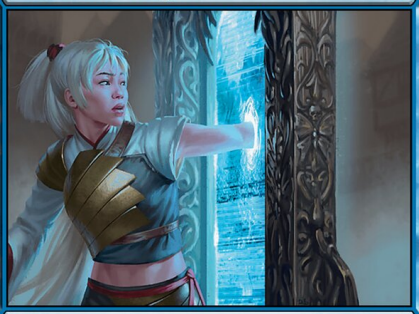
Enter the Enigma



Sorcery

Target creature can't be blocked this turn.

Draw a card.

Though she was used to stepping into the unknown, something about this strange doorway made the Wanderer shiver as she crossed the threshold.

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