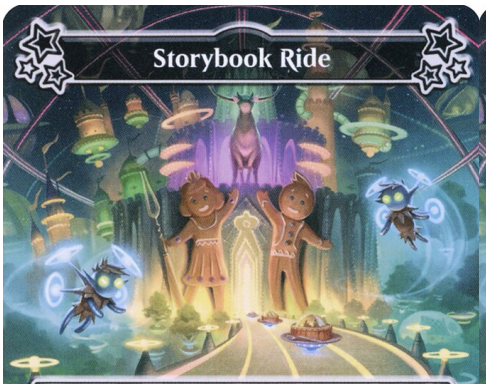
Storybook Ride



Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

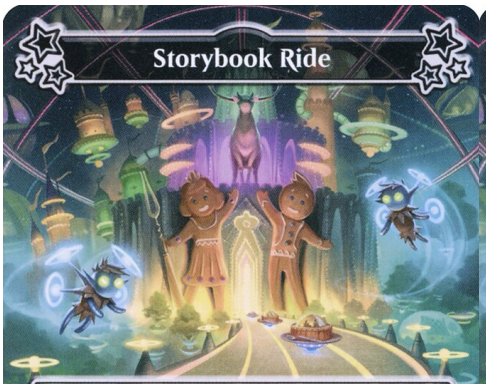
Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride



Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

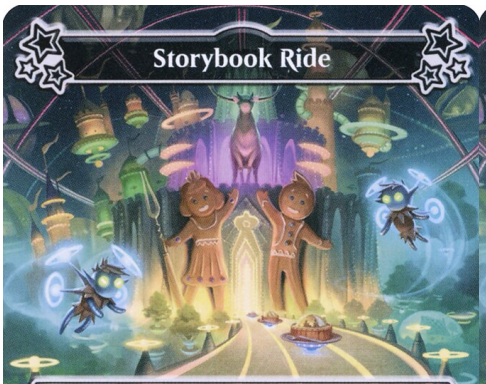
Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride



Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

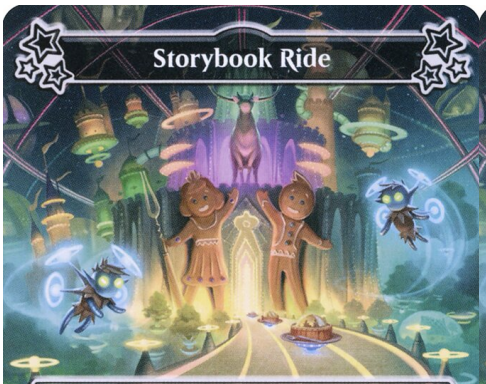
Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride



Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast

Storybook Ride

Artifact — Attraction

Visit — Exile the top X cards of your library, where X is the number of Attractions you've visited this turn *(including this one)*. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them on the bottom of your library in any order.

You leave the ride either entertained or an elk. Usually the latter.

229/244 R
UNF • EN ✒ Dmitry Burmak

™ & © 2022 Wizards of the Coast