
Merry-Go-Round
Artifact — Attraction
Visit — Creatures you control with power 2 or less gain horsemanship until end of turn. (They can't be blocked except by creatures with horsemanship.)
Ensconced in a slow time bubble that makes a five-minute ride take nine hours, the carousel is a very popular childcare option.
1
2
3
4
5
6
222/244 R
UNF • EN
Carl Critchlow
™ & © 2022 Wizards of the Coast


Merry-Go-Round
Artifact — Attraction
Visit — Creatures you control with power 2 or less gain horsemanship until end of turn. (They can't be blocked except by creatures with horsemanship.)
Ensconced in a slow time bubble that makes a five-minute ride take nine hours, the carousel is a very popular childcare option.
1
2
3
4
5
6
222/244 R
UNF • EN
Carl Critchlow
™ & © 2022 Wizards of the Coast


Merry-Go-Round
Artifact — Attraction
Visit — Creatures you control with power 2 or less gain horsemanship until end of turn. (They can't be blocked except by creatures with horsemanship.)
Ensconced in a slow time bubble that makes a five-minute ride take nine hours, the carousel is a very popular childcare option.
1
2
3
4
5
6
222/244 R
UNF • EN
Carl Critchlow
™ & © 2022 Wizards of the Coast


Merry-Go-Round
Artifact — Attraction
Visit — Creatures you control with power 2 or less gain horsemanship until end of turn. (They can't be blocked except by creatures with horsemanship.)
Ensconced in a slow time bubble that makes a five-minute ride take nine hours, the carousel is a very popular childcare option.
1
2
3
4
5
6
222/244 R
UNF • EN
Carl Critchlow
™ & © 2022 Wizards of the Coast


Merry-Go-Round
Artifact — Attraction
Visit — Creatures you control with power 2 or less gain horsemanship until end of turn. (They can't be blocked except by creatures with horsemanship.)
Ensconced in a slow time bubble that makes a five-minute ride take nine hours, the carousel is a very popular childcare option.
1
2
3
4
5
6
222/244 R
UNF • EN
Carl Critchlow
™ & © 2022 Wizards of the Coast


Merry-Go-Round
Artifact — Attraction
Visit — Creatures you control with power 2 or less gain horsemanship until end of turn. (They can't be blocked except by creatures with horsemanship.)
Ensconced in a slow time bubble that makes a five-minute ride take nine hours, the carousel is a very popular childcare option.
1
2
3
4
5
6
222/244 R
UNF • EN
Carl Critchlow
™ & © 2022 Wizards of the Coast


Merry-Go-Round
Artifact — Attraction
Visit — Creatures you control with power 2 or less gain horsemanship until end of turn. (They can't be blocked except by creatures with horsemanship.)
Ensconced in a slow time bubble that makes a five-minute ride take nine hours, the carousel is a very popular childcare option.
1
2
3
4
5
6
222/244 R
UNF • EN
Carl Critchlow
™ & © 2022 Wizards of the Coast


Merry-Go-Round
Artifact — Attraction
Visit — Creatures you control with power 2 or less gain horsemanship until end of turn. (They can't be blocked except by creatures with horsemanship.)
Ensconced in a slow time bubble that makes a five-minute ride take nine hours, the carousel is a very popular childcare option.
1
2
3
4
5
6
222/244 R
UNF • EN
Carl Critchlow
™ & © 2022 Wizards of the Coast


Merry-Go-Round
Artifact — Attraction
Visit — Creatures you control with power 2 or less gain horsemanship until end of turn. (They can't be blocked except by creatures with horsemanship.)
Ensconced in a slow time bubble that makes a five-minute ride take nine hours, the carousel is a very popular childcare option.
1
2
3
4
5
6
222/244 R
UNF • EN
Carl Critchlow
™ & © 2022 Wizards of the Coast