
Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast


Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast


Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast


Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast

Log Flume
Artifact — Attraction
Visit — Choose up to four creatures you control. Those creatures jump in a log until end of turn. (Creatures in a log together can't be blocked unless they're all blocked. If a spell or ability you control targets one of them, it targets all of them.)
"Thanks for riding, and be sure not to leaf anything behind! Just some tree humor for you."
1
2
3
4
5
6
220/244 R
UNF • EN
Marco Bucci
™ & © 2022 Wizards of the Coast