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