Woodfall Primus 5



Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5



Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5



Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5



Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast

Woodfall Primus 5

Creature — Treefolk Shaman

Trample

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

Persist *(When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

6/6

R 0264
LTC • EN
John Tedrick

© MEE
™ & © 2023 Wizards of the Coast