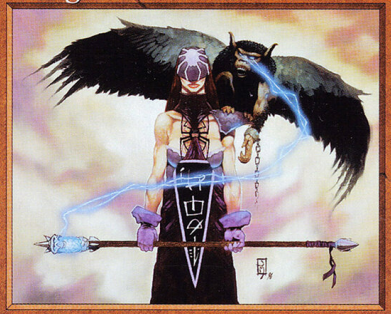
Thoughtbound Primoc 2



Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

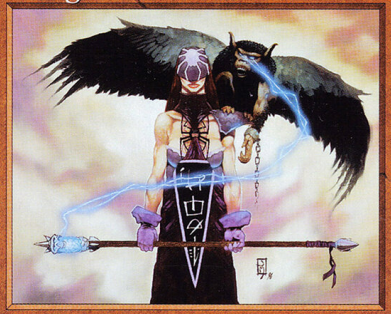
Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2



Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

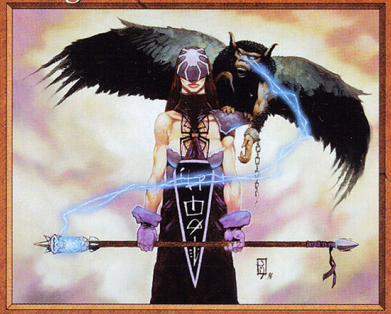
Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2



Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

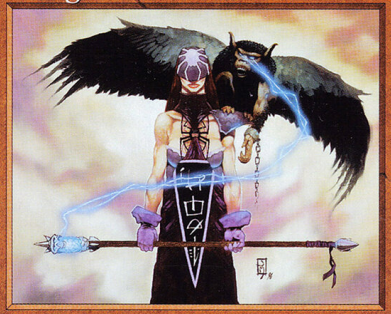
Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2



Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3

Thoughtbound Primoc 2

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Efforts to use them as spies failed when they kept reporting to the enemy.

Illus. Jeff Miracola

™ & © 1993–2002 Wizards of the Coast, Inc. 240/350

2/3