

Grand Ossuary

Plane — Ravnica

Whenever a creature dies, its controller distributes a number of +1/+1 counters equal to its power among any number of target creatures he or she controls.

Whenever you roll $\odot$, each player exiles all creatures he or she controls and puts X 1/1 green Saproling creature tokens onto the battlefield, where X is the total power of the creatures he or she exiled this way. Then planeswalk.

© 2011 Wizards of the Coast LLC

Kickstart

Grand Ossuary

Plane — Ravnica

Whenever a creature dies, its controller distributes a number of +1/+1 counters equal to its power among any number of target creatures he or she controls.

Whenever you roll $\odot$, each player exiles all creatures he or she controls and puts X 1/1 green Saproling creature tokens onto the battlefield, where X is the total power of the creatures he or she exiled this way. Then planeswalk.

© 2011 Wizards of the Coast LLC

Kickstart

Grand Ossuary

Plane — Ravnica

Whenever a creature dies, its controller distributes a number of +1/+1 counters equal to its power among any number of target creatures he or she controls.

Whenever you roll $\odot$, each player exiles all creatures he or she controls and puts X 1/1 green Saproling creature tokens onto the battlefield, where X is the total power of the creatures he or she exiled this way. Then planeswalk.

© 2011 Wizards of the Coast LLC

Kickstart

Grand Ossuary

Plane — Ravnica

Whenever a creature dies, its controller distributes a number of +1/+1 counters equal to its power among any number of target creatures he or she controls.

Whenever you roll $\odot$, each player exiles all creatures he or she controls and puts X 1/1 green Saproling creature tokens onto the battlefield, where X is the total power of the creatures he or she exiled this way. Then planeswalk.

© 2011 Wizards of the Coast LLC

Kickstart