

Osai Vultures

1



Summon Vultures

Flying

At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give Vultures +1/+1 until end of turn.

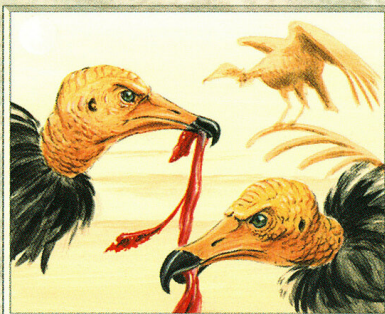
*A sign of battle, the Vultures circle and wait for the victorious to depart.*

Illus. © 1994 Dan Frazier

1/1

Osai Vultures

1



Summon Vultures

Flying

At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give Vultures +1/+1 until end of turn.

*A sign of battle, the Vultures circle and wait for the victorious to depart.*

Illus. © 1994 Dan Frazier

1/1

Osai Vultures

1



Summon Vultures

Flying

At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give Vultures +1/+1 until end of turn.

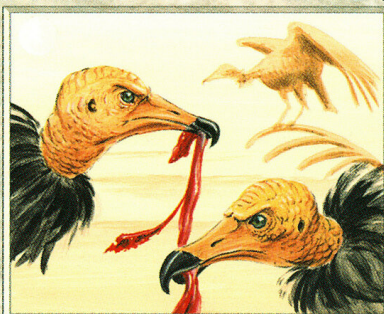
*A sign of battle, the Vultures circle and wait for the victorious to depart.*

Illus. © 1994 Dan Frazier

1/1

Osai Vultures

1



Summon Vultures

Flying

At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give Vultures +1/+1 until end of turn.

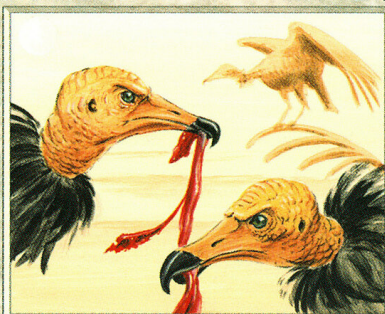
*A sign of battle, the Vultures circle and wait for the victorious to depart.*

Illus. © 1994 Dan Frazier

1/1

Osai Vultures

1



Summon Vultures

Flying

At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give Vultures +1/+1 until end of turn.

*A sign of battle, the Vultures circle and wait for the victorious to depart.*

Illus. © 1994 Dan Frazier

1/1

Osai Vultures

1



Summon Vultures

Flying

At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give Vultures +1/+1 until end of turn.

*A sign of battle, the Vultures circle and wait for the victorious to depart.*

Illus. © 1994 Dan Frazier

1/1

Osai Vultures

1



Summon Vultures

Flying

At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give Vultures +1/+1 until end of turn.

*A sign of battle, the Vultures circle and wait for the victorious to depart.*

Illus. © 1994 Dan Frazier

1/1

Osai Vultures

1



Summon Vultures

Flying

At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give Vultures +1/+1 until end of turn.

*A sign of battle, the Vultures circle and wait for the victorious to depart.*

Illus. © 1994 Dan Frazier

1/1

Osai Vultures

1



Summon Vultures

Flying

At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give Vultures +1/+1 until end of turn.

*A sign of battle, the Vultures circle and wait for the victorious to depart.*

Illus. © 1994 Dan Frazier

1/1