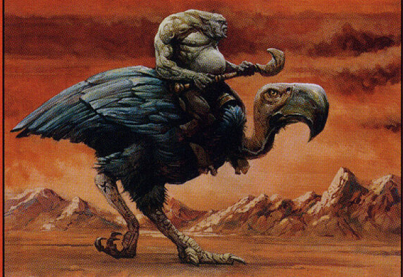


Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

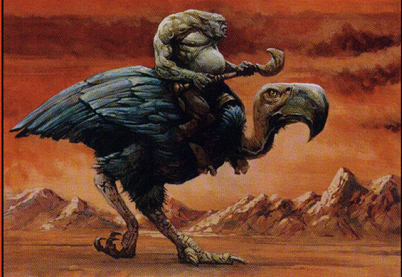
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

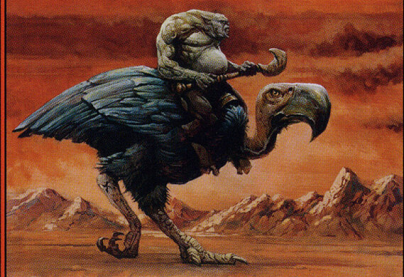
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

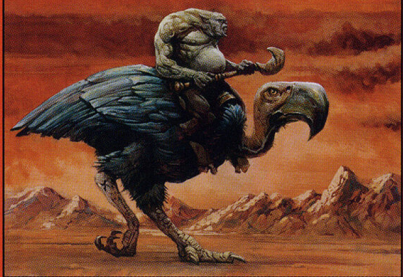
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

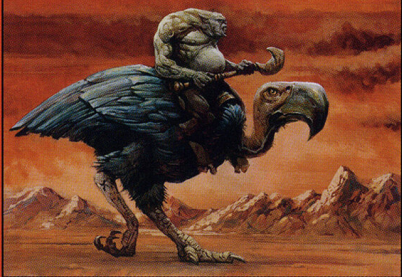
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

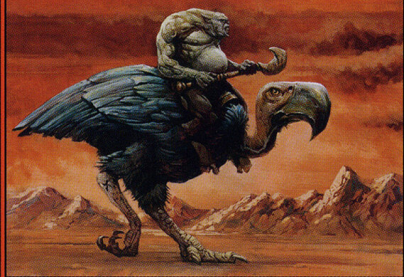
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

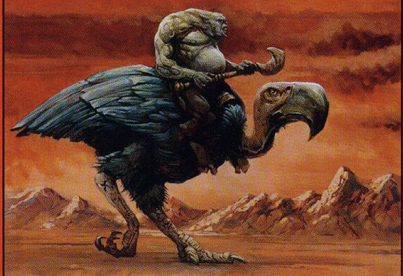
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

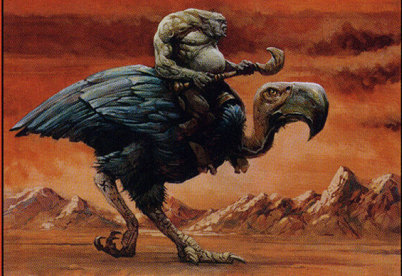
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

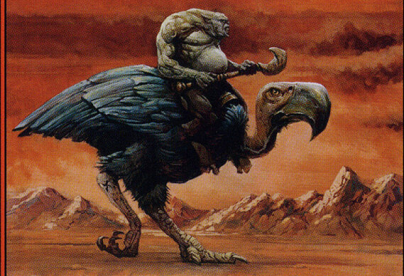
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

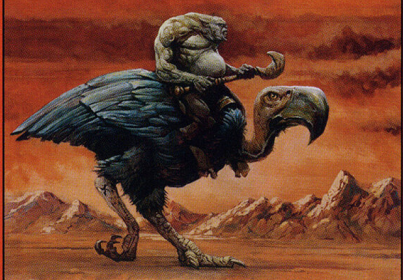
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

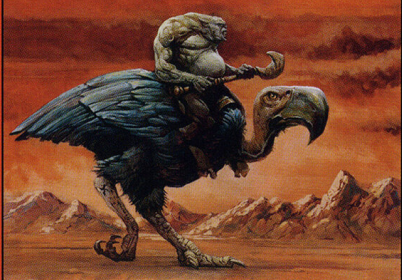
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

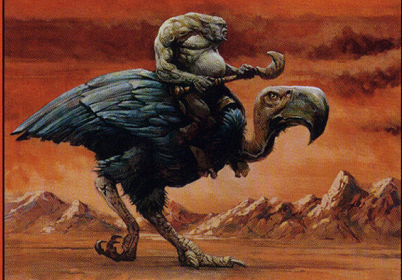
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

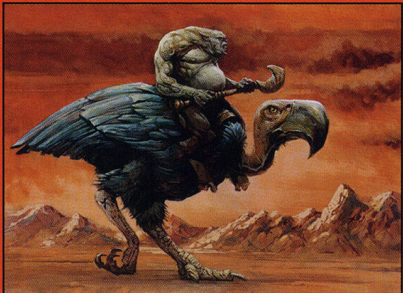
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

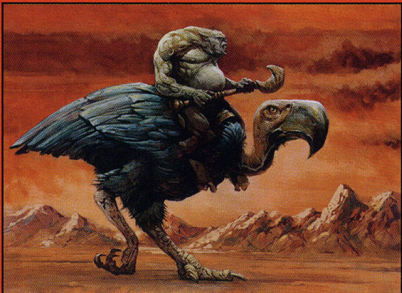
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

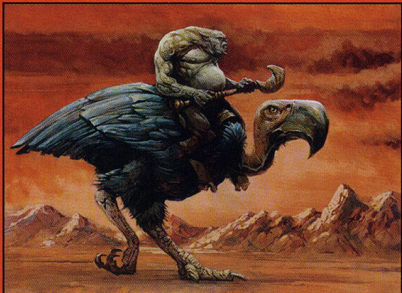
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

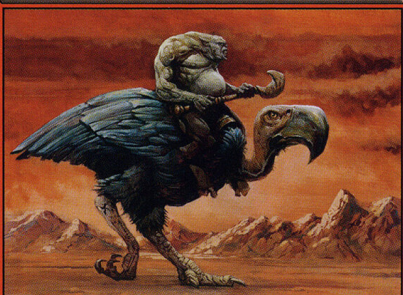
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

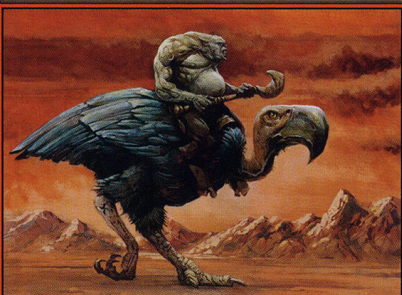
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

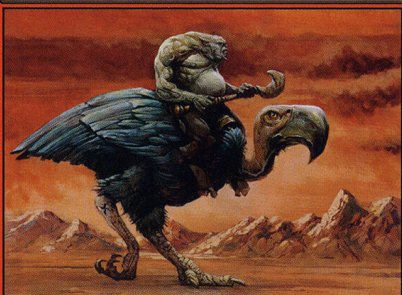
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

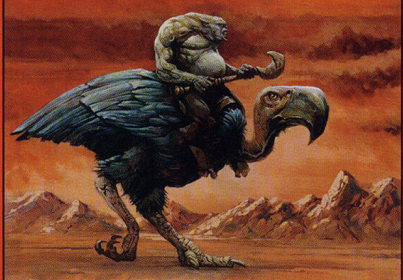
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

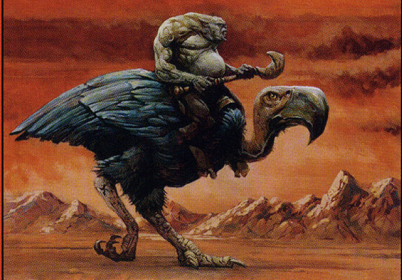
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

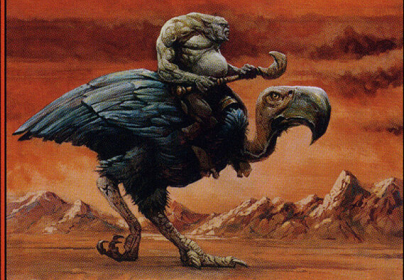
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

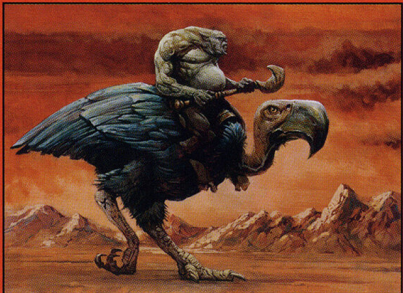
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

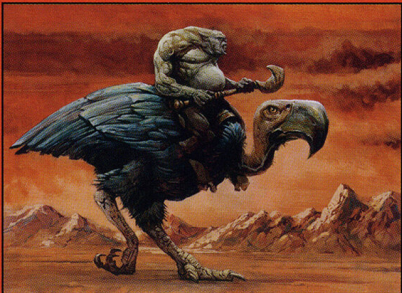
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

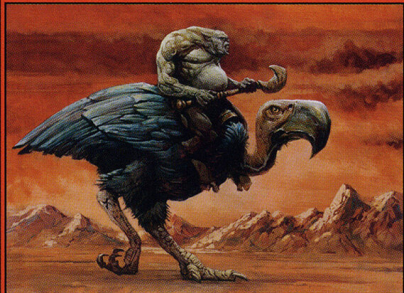
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

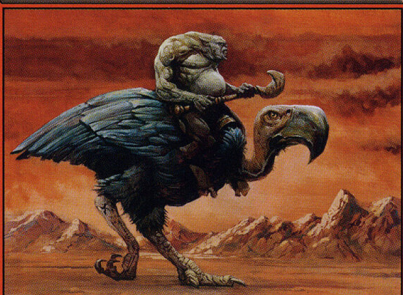
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

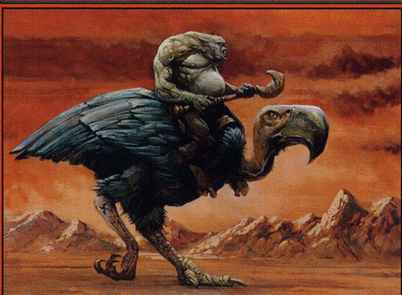
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

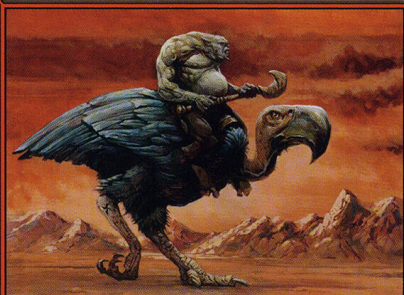
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⚡: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

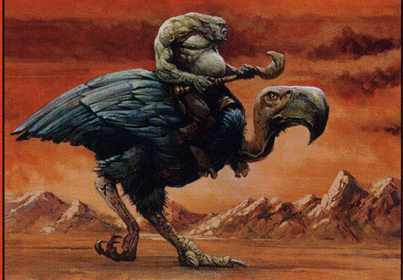
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⌚: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

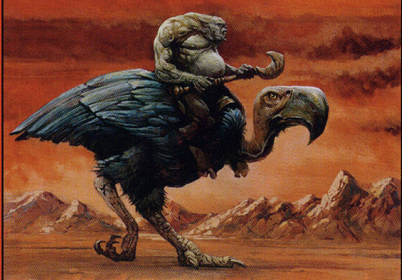
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⌚: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

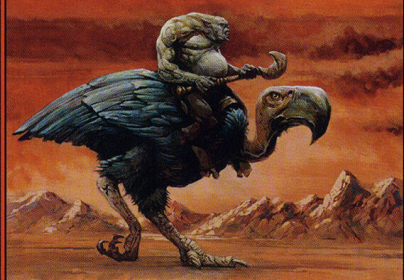
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⌚: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

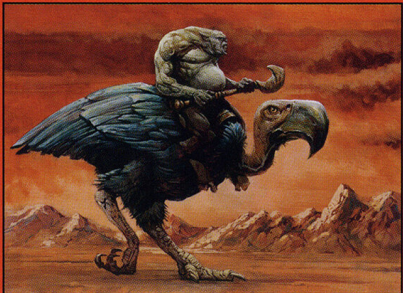
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⌚: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

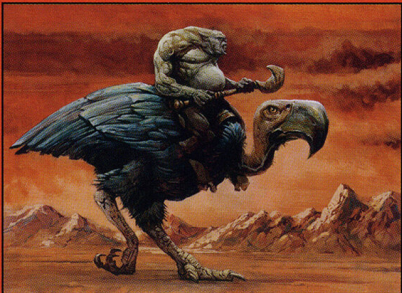
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⌚: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

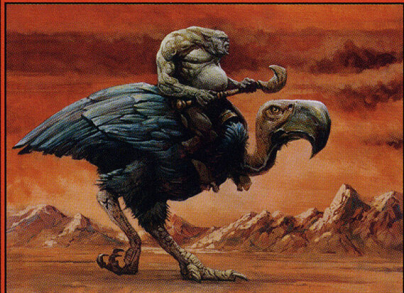
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⌚: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

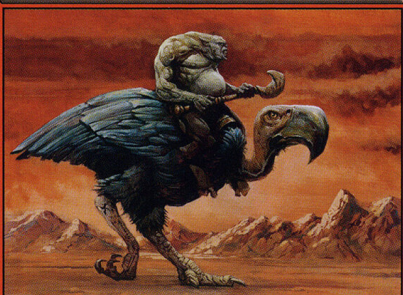
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⌚: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

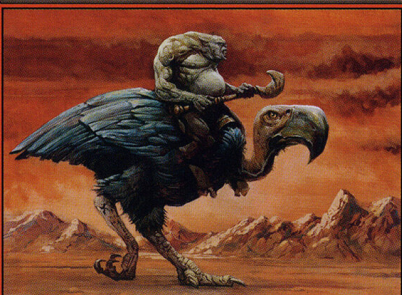
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⌚: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

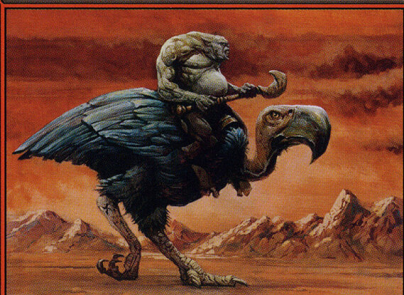
— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201

Ironclaw Buzzardiers

2



Creature — Orc Scout



Ironclaw Buzzardiers can't block creatures with power 2 or greater.

⌚: Ironclaw Buzzardiers gains flying until end of turn.

They warn the army of danger as they squawk past in swift retreat.

— Carl Critchlow

2/2

© 1993-2006 Wizards of the Coast, Inc. 165/201