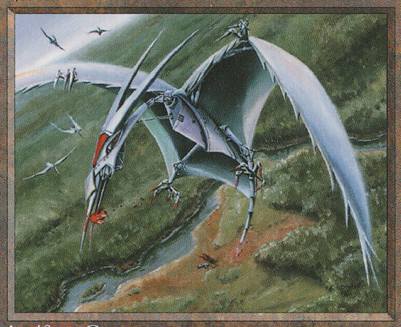
Clockwork Avian 5



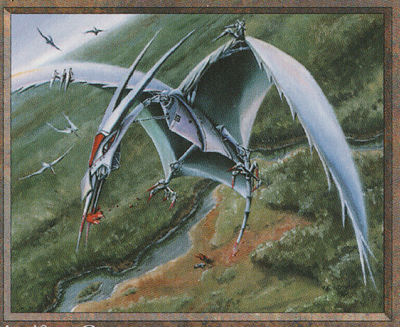
Artifact Creature

Flying
When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian is assigned to attack or block, remove a counter.
X, ⟳: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Illus. Randy Asplund-Faith 0/4

© 1995 Wizards of the Coast, Inc. All rights reserved.

Clockwork Avian 5



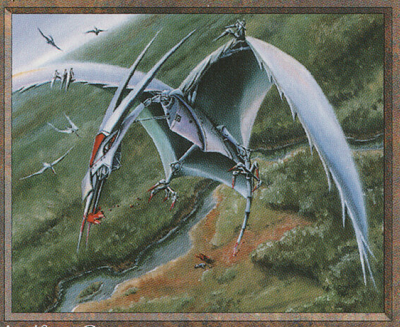
Artifact Creature

Flying
When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian is assigned to attack or block, remove a counter.
X, ⟳: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Illus. Randy Asplund-Faith 0/4

© 1995 Wizards of the Coast, Inc. All rights reserved.

Clockwork Avian 5



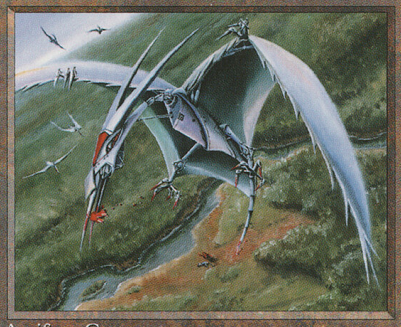
Artifact Creature

Flying
When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian is assigned to attack or block, remove a counter.
X, ⟳: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Illus. Randy Asplund-Faith 0/4

© 1995 Wizards of the Coast, Inc. All rights reserved.

Clockwork Avian 5



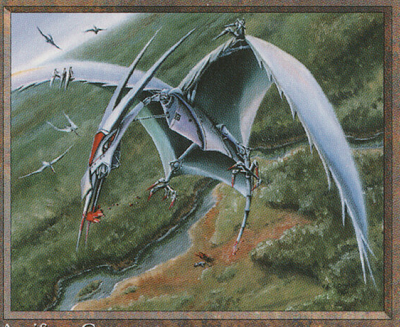
Artifact Creature

Flying
When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian is assigned to attack or block, remove a counter.
X, ⟳: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Illus. Randy Asplund-Faith 0/4

© 1995 Wizards of the Coast, Inc. All rights reserved.

Clockwork Avian 5



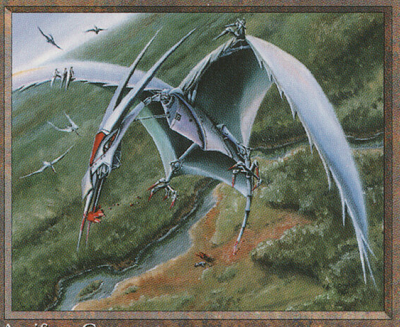
Artifact Creature

Flying
When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian is assigned to attack or block, remove a counter.
X, ⟳: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Illus. Randy Asplund-Faith 0/4

© 1995 Wizards of the Coast, Inc. All rights reserved.

Clockwork Avian 5



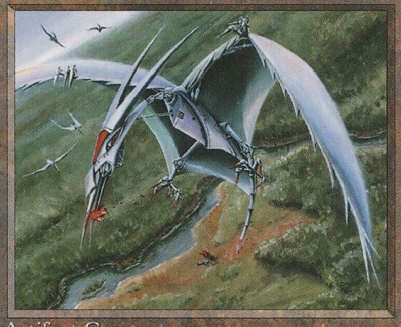
Artifact Creature

Flying
When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian is assigned to attack or block, remove a counter.
X, ⟳: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Illus. Randy Asplund-Faith 0/4

© 1995 Wizards of the Coast, Inc. All rights reserved.

Clockwork Avian 5



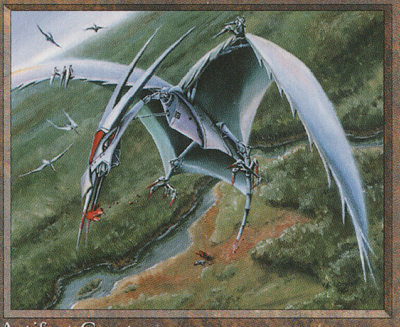
Artifact Creature

Flying
When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian is assigned to attack or block, remove a counter.
X, ⟳: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Illus. Randy Asplund-Faith 0/4

© 1995 Wizards of the Coast, Inc. All rights reserved.

Clockwork Avian 5



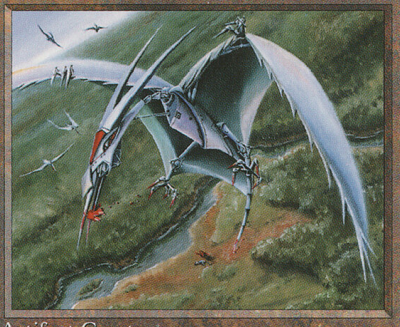
Artifact Creature

Flying
When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian is assigned to attack or block, remove a counter.
X, ⟳: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Illus. Randy Asplund-Faith 0/4

© 1995 Wizards of the Coast, Inc. All rights reserved.

Clockwork Avian 5



Artifact Creature

Flying
When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian is assigned to attack or block, remove a counter.
X, ⟳: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Illus. Randy Asplund-Faith 0/4

© 1995 Wizards of the Coast, Inc. All rights reserved.