Kitesail Cleric



Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric



Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric



Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric



Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast

Kitesail Cleric

Creature — Kor Cleric

Kicker 2 *(You may pay an additional 2 as you cast this spell.)*

Flying

When Kitesail Cleric enters the battlefield, if it was kicked, tap up to two target creatures.

Too flashy to ignore. Too fast to catch.

1/1

020/280 U
ZNR • EN PINDURSKI

™ & © 2020 Wizards of the Coast