Jetting Glasskite



Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite



Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite



Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite



Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210

Jetting Glasskite

Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash, and there was a terrible sound, as of glass shattering, but the creature was unharmed.

Shishizaru

4/4

™ & © 2014 Wizards of the Coast 100/210