Shimmering Glasskite 3



Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3



Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3



Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3



Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165

Shimmering Glasskite 3

Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

2/3

John Avon

™ & © 1993–2005 Wizards of the Coast, Inc. 51/165