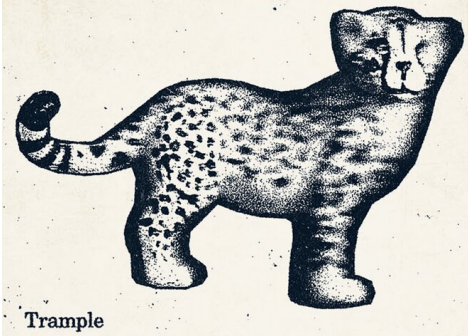
Scythecat Cub 1G

Summon Cat



Trample

When a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.

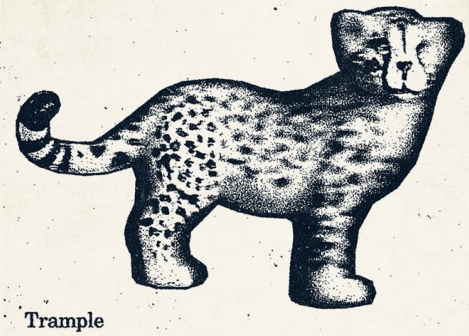
2/2

M 0085
SLZ • EN ➢ MSCHF

™ & © 2026 Wizards of the Coast

Scythecat Cub 1G

Summon Cat



Trample

When a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.

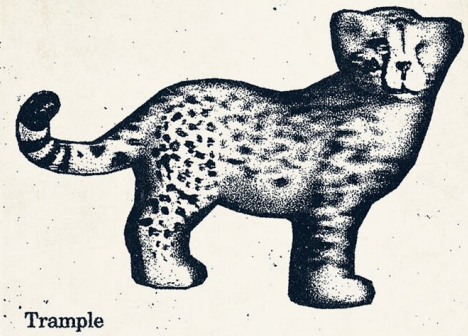
2/2

M 0085
SLZ • EN ➢ MSCHF

™ & © 2026 Wizards of the Coast

Scythecat Cub 1G

Summon Cat



Trample

When a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.

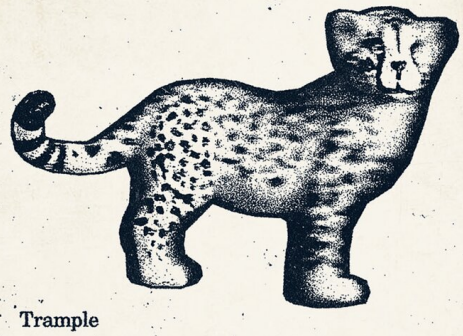
2/2

M 0085
SLZ • EN ➢ MSCHF

™ & © 2026 Wizards of the Coast

Scythecat Cub 1G

Summon Cat



Trample

When a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.

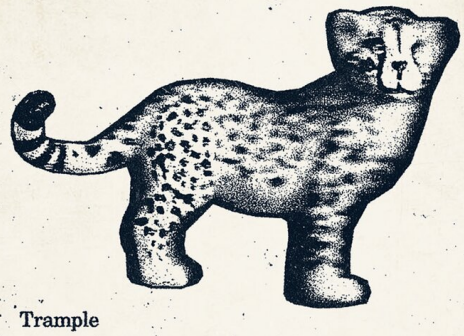
2/2

M 0085
SLZ • EN ➢ MSCHF

™ & © 2026 Wizards of the Coast

Scythecat Cub 1G

Summon Cat



Trample

When a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.

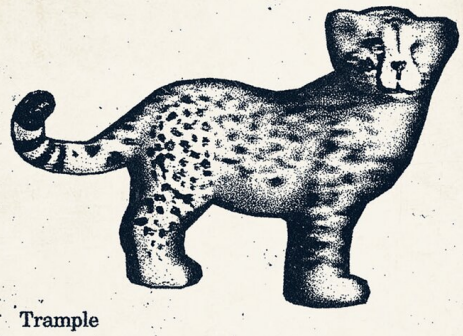
2/2

M 0085
SLZ • EN ➢ MSCHF

™ & © 2026 Wizards of the Coast

Scythecat Cub 1G

Summon Cat



Trample

When a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.

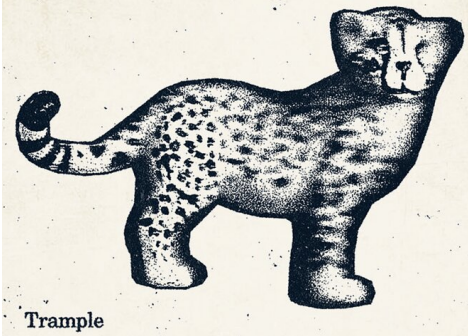
2/2

M 0085
SLZ • EN ➢ MSCHF

™ & © 2026 Wizards of the Coast

Scythecat Cub 1G

Summon Cat



Trample

When a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.

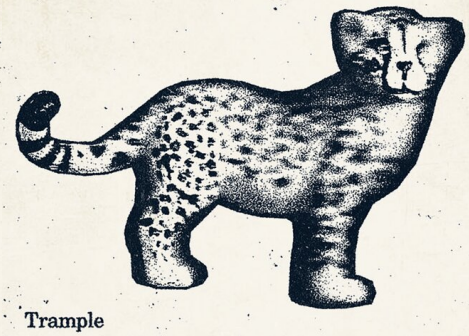
2/2

M 0085
SLZ • EN ➢ MSCHF

™ & © 2026 Wizards of the Coast

Scythecat Cub 1G

Summon Cat



Trample

When a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.

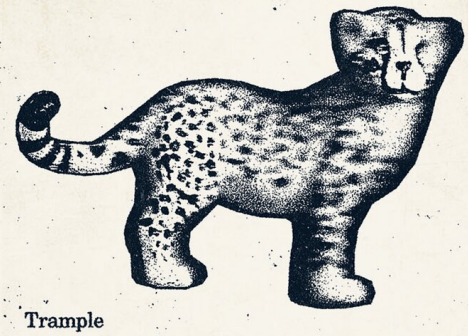
2/2

M 0085
SLZ • EN ➢ MSCHF

™ & © 2026 Wizards of the Coast

Scythecat Cub 1G

Summon Cat



Trample

When a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.

2/2

M 0085
SLZ • EN ➢ MSCHF

™ & © 2026 Wizards of the Coast