Skyknight Squire 1



Creature — Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.

As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

Before Pashin could become the greatest skyknight in the kingdom, he'd have to survive his first flight.

1/1

R 0448
FDN • EN Alexander Mokhov
™ & © 2024 Wizards of the Coast

Skyknight Squire 1



Creature — Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.

As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

Before Pashin could become the greatest skyknight in the kingdom, he'd have to survive his first flight.

1/1

R 0448
FDN • EN Alexander Mokhov
™ & © 2024 Wizards of the Coast

Skyknight Squire 1



Creature — Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.

As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

Before Pashin could become the greatest skyknight in the kingdom, he'd have to survive his first flight.

1/1

R 0448
FDN • EN Alexander Mokhov
™ & © 2024 Wizards of the Coast

Skyknight Squire 1



Creature — Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.

As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

Before Pashin could become the greatest skyknight in the kingdom, he'd have to survive his first flight.

1/1

R 0448
FDN • EN Alexander Mokhov
™ & © 2024 Wizards of the Coast

Skyknight Squire 1



Creature — Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.

As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

Before Pashin could become the greatest skyknight in the kingdom, he'd have to survive his first flight.

1/1

R 0448
FDN • EN Alexander Mokhov
™ & © 2024 Wizards of the Coast

Skyknight Squire 1



Creature — Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.

As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

Before Pashin could become the greatest skyknight in the kingdom, he'd have to survive his first flight.

1/1

R 0448
FDN • EN Alexander Mokhov
™ & © 2024 Wizards of the Coast

Skyknight Squire 1



Creature — Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.

As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

Before Pashin could become the greatest skyknight in the kingdom, he'd have to survive his first flight.

1/1

R 0448
FDN • EN Alexander Mokhov
™ & © 2024 Wizards of the Coast

Skyknight Squire 1



Creature — Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.

As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

Before Pashin could become the greatest skyknight in the kingdom, he'd have to survive his first flight.

1/1

R 0448
FDN • EN Alexander Mokhov
™ & © 2024 Wizards of the Coast

Skyknight Squire 1



Creature — Cat Scout

Whenever another creature you control enters, put a +1/+1 counter on this creature.

As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types.

Before Pashin could become the greatest skyknight in the kingdom, he'd have to survive his first flight.

1/1

R 0448
FDN • EN Alexander Mokhov
™ & © 2024 Wizards of the Coast