Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}



Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast

Quakefoot Cyclops {4}{R}

Creature — Cyclops

When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn.

Cycling {1}{R} ({1}{R}, *Discard this card: Draw a card.*)

When you cycle Quakefoot Cyclops, target creature can't block this turn.

4/4

142/254 C
MH1 • EN Mike Bierek
™ & © 2019 Wizards of the Coast