Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole



Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast

Anzrag, the Quake-Mole

Legendary Creature — Mole God

Whenever Anzrag, the Quake-Mole becomes blocked, untap each creature you control. After this combat phase, there is an additional combat phase.

3: Anzrag must be blocked each combat this turn if able.

His claws tear at the foundations of civilization.

8/4

M 0186
MKM • EN ✒ Helge C. Balzer

™ & © 2024 Wizards of the Coast