## Quakefoot Cyclops



Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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



Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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



Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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



Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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

Creature — Cyclops

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

Cycling 1 (1, *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