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# Whenever Ogre Marauder Attacks

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**Ogre Marauder** is an ogre on a mission. You want to block him? You have to toss a creature in the bin first -- like the poor lizard creature in the background of Adam Rex's awesome art (below).

Did you know that if your **Ogre Marauder** attacks more than once in a turn, your opponent has to sacrifice a creature for *each combat* in which he wants to block it? So if you manage to rig up an [additional combat phase](#) (perhaps by **Seizing the Day**, or by delivering a **Savage Beating** -- perhaps during a **Fervent Charge**), your opponent gets to decide a *second time* whether to lose a creature just for the privilege of blocking your 3/1.



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