

Captain America 2099 3



Universe — 2099

Character — Human Soldier

Vigilance
When Captain America 2099 enters the battlefield, tinker, then put a +1/+1 counter on each creature you control.
(Create a Module, a colorless artifact Equipment token with “Equipped creature gets +1/+1” and “Equip 1”)

3/3

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Hulk 2099 2



Universe — 2099

Character — Gamma Berserker

Trample
If damage would be dealt to Hulk 2099, prevent that damage. Put a +1/+1 counter on each Gamma creature you control.
“I wake up ready to fight and go to sleep the same way.”

1/1

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Human Torch 2099 4



Universe — 2099

Character — Cosmic Soldier

Flying
: Human Torch 2099 gets +1/+0 until end of turn.
Fantastic — Whenever Human Torch 2099 attacks, he deals damage equal to the number of Cosmic permanents you control to target creature defending player controls.

3/4

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Punisher 2099 2



Universe — 2099

Character — Human Villain

Deathtouch
Whenever Punisher 2099 deals combat damage to a player, destroy target creature that player controls.
“I’ll give you one chance to surrender. Please don’t take it.”

4/3

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Magneto, X-Man 3



Universe — Age of Apocalypse

Character — Mutant X-Man

Flying, hexproof from artifacts
When Magneto, X-Man enters the battlefield, gain control of target artifact until Magneto, X-Man leaves the battlefield.
Other X-Man creatures you control get +1/+1.

4/4

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Prelate Summers 1



Universe — Age of Apocalypse

Character — Mutant Soldier

Haste, lifelink
: Prelate Summers deals damage equal to his power to target creature.
Red instant and sorcery spells you control have lifelink.

1/1

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Kurt Darkholme 1



Universe — Age of Apocalypse

Character — Mutant X-Man

Flash
When Kurt Darkholme enters the battlefield, draw a card.
Whenever Kurt Darkholme attacks or blocks, you may tap or untap target creature.

3/3

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Nathaniel Essex 4



Universe — Age of Apocalypse

Character — Mutant Psion Villain

Menace
Whenever Nathaniel Essex deals combat damage to a player, you may put target creature card from that player’s graveyard onto the battlefield under your control. It is a Clone in addition to its other types.
: Nathaniel Essex gains indestructible until end of turn.

5/4

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Chrissie Pryde

1



Universe — Days of Future Past

Character — Mutant X-Man

MARVEL

First strike, reach
When Chrissie Pryde enters the battlefield, coordinate. (Choose another creature you control that shares a type with this and put a +1/+1 counter on it.)

3/1

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Kate Pryde

2



Universe — Days of Future Past

Character — Mutant X-Man

MARVEL

Kate Pryde can't be blocked.
Whenever Kate Pryde deals combat damage to a player, coordinate, then draw a card. (Choose another creature you control that shares a type with this and put a +1/+1 counter on it.)

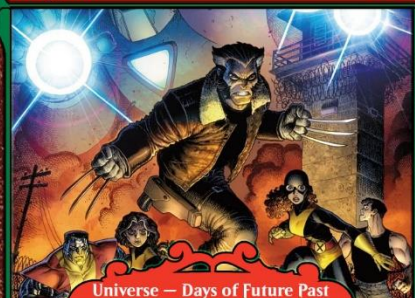
2/1

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Logan

3



Universe — Days of Future Past

Character — Mutant X-Man

MARVEL

Haste, first strike
When Logan enters the battlefield, coordinate. Then another target creature you control fights target creature you don't control. (Choose another creature you control that shares a type with this and put a +1/+1 counter on it.)
2: Logan gains indestructible until end of turn.

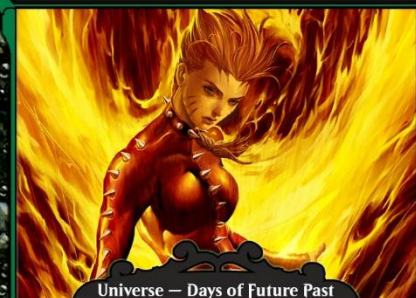
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Rachel Summers

4



Universe — Days of Future Past

Character — Cosmic Mutant Psion

MARVEL

Flying
At the beginning of each player's upkeep, that player sacrifices a creature.

"I claim the power and the name of Phoenix... that are mine by right!"

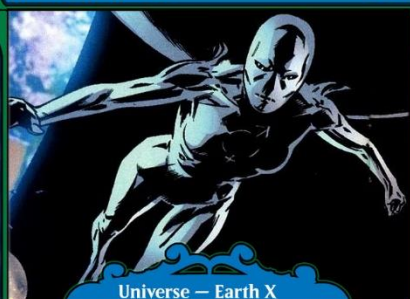
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Iron Maiden

3



Universe — Earth X

Character — Human Rogue

MARVEL

Flying
Whenever Iron Maiden attacks, tinker and attach that Module to her. (Create a Module, a colorless artifact Equipment token with "Equipped creature gets +1/+1" and "Equip 1")

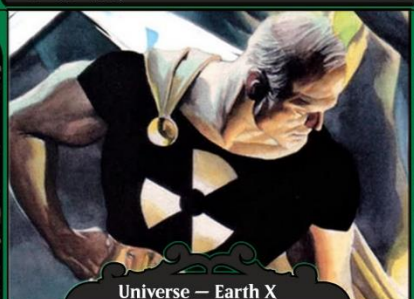
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King Hyperion

5



Universe — Earth X

Character — Cosmic Soldier

MARVEL

Flying
When King Hyperion enters the battlefield, put three -1/-1 counters on each other creature and each opponent loses 3 life.

"I saw everything perish, yes. That much is true. But it didn't claim me."

6/6

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May Parker

3



Universe — Earth X

Character — Symbiote Soldier

MARVEL

Haste
Agile (This creature may have flying in the combat phase)
Whenever a creature you control attacks, May Parker deals 1 damage to defending player.

4/3

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Steve Rogers

3



Universe — Earth X

Character — Angel

MARVEL

Flying, vigilance
Other creatures you control get +1/+1.

"It's time that Captain America died, so that Steve Rogers can finally live again!"

4/4

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Agent Darkholme 2



Universe — House of M

Character — Mutant Agent

Whenever Agent Darkholme attacks, choose a creature controlled by defending player. Agent Darkholme gains that creature's abilities until end of turn.

You may spend mana as though it were mana of any color to pay the activation costs of Agent Darkholme's abilities.

3/2

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Agent Logan 2



Universe — House of M

Character — Mutant Agent

Haste

When Agent Logan enters the battlefield, he fights target creature you don't control.

●: Agent Logan gains indestructible until end of turn.

4/4

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King Magnus 3



Universe — House of M

Character — Mutant Soldier

Flying, hexproof from artifacts

When King Magnus enters the battlefield, gain control of target artifact until King Magnus leaves the battlefield.

Other Mutant creatures you control get +1/+1.

4/4

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Wanda Magnus 4



Universe — House of M

Character — Mutant Mystic

Flying

When Wanda Magnus enters the battlefield, destroy target creature an opponent controls.

When Wanda Magnus dies, destroy all Mutant creatures.

4/4

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Colonel America 3



Universe — Marvel Zombies

Character — Zombie

Vigilance

When Colonel America enters the battlefield, put a +1/+1 counter on each other creature you control.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

3/1

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Dead Danvers 3



Universe — Marvel Zombies

Character — Cosmic Zombie

Flying, haste

When Dead Danvers enters the battlefield, creatures you control get +1/+1 and gain haste until end of turn.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

4/4

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Zombie Juggernaut 4



Universe — Marvel Zombies

Character — Avatar Zombie

Trample, haste

Zombie Juggernaut attacks each turn if able.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

5/3

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Zombie Sue 2



Universe — Marvel Zombies

Character — Cosmic Zombie

Zombie Sue can't be blocked.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

"Ever get the feeling you've been had?!"

1/1

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Alex Summers 1



Universe — Mutant X

Character — Mutant Soldier

*: Alex Summers deals damage equal to his power to target attacking or blocking creature.
Whenever Alex Summers becomes tapped, coordinate. *(Choose another creature you control that shares a type with this and put a +1/+1 counter on it.)*

1/1

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Bloodstorm 3



Universe — Mutant X

Character — Mutant Vampire

Flying, haste
When Bloodstorm enters the battlefield, she deals 3 damage to any target.
Whenever Bloodstorm deals combat damage to a player, put a +1/+1 counter on her.

3/2

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Brute 3



Universe — Mutant X

Character — Mutant Beast

Whenever Brute or a creature with power 5 or greater enters the battlefield under your control, draw a card.

"I do a bad thing. I'm sorry..."

5/5

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Fallen 2



Universe — Mutant X

Character — Mutant Vampire

Flying
Whenever Fallen deals combat damage to a player, he captures a hostage. *(Gain a hostage counter.)*
Kill a hostage: Draw a card. You may return Fallen to its owner's hand. *(Pay a hostage counter.)*

2/3

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Beta Ray Bill 5



Universe — Planet Hulk

Artifact Character — Cosmic Warrior

Flying
As long as Beta Ray Bill is attacking, defending player can't cast spells.
When Beta Ray Bill enters the battlefield, you may destroy target artifact or enchantment.
"Beta Ray Bill fights for Asgard!"

6/6

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Hiro-Kala 3



Universe — Planet Hulk

Character — Gamma Psion Villain

Flying
Hiro-Kala's power and toughness are each equal to the number of cards in your hand.
Whenever a Gamma creature you control deals combat damage to a player, draw a card.

/

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Korg 4



Universe — Planet Hulk

Character — Kronan Warrior

Vigilance
You may have Korg assign its combat damage as though it weren't blocked.
"Korg of Krona, son of O-Korg and Ahna. Brother-killer of Margus."

5/6

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Red King 3



Universe — Planet Hulk

Character — Sakaran Villain

Whenever Red King deals combat damage to a player, you may gain control of target creature defending player controls. If you do, you lose life equal to that creature's mana cost.

5/4

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Imposter Elektra 2 1



Universe — Secret Invasion

Character — Skrull Infiltrator **MARVEL**

Whenever Imposter Elektra is turned face up, if she is attacking, she gains first strike until end of turn.

Skrullshift (At the beginning of combat on your turn, you may turn this and up to one other creature you control face down and shuffle them. Turn them face up after blockers are declared. Face down creatures are 2/2.)

2/1

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Imposter Hank Pym 2 2



Universe — Secret Invasion

Character — Skrull Infiltrator **MARVEL**

Whenever Imposter Hank Pym deals combat damage to a player, draw a card.

Skrullshift (At the beginning of combat on your turn, you may turn this and up to one other creature you control face down and shuffle them. Turn them face up after blockers are declared. Face down creatures are 2/2.)

2/2

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Imposter Venom 3 3



Universe — Secret Invasion

Character — Skrull Infiltrator **MARVEL**

Lifelink

Skrullshift (At the beginning of combat on your turn, you may turn this and up to one other creature you control face down and shuffle them. Turn them face up after blockers are declared. Face down creatures are 2/2.)

4/4

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Power Skrull 3 4



Universe — Secret Invasion

Character — Skrull Infiltrator **MARVEL**

Trample

Skrullshift (At the beginning of combat on your turn, you may turn this and up to one other creature you control face down and shuffle them. Turn them face up after blockers are declared. Face down creatures are 2/2.)

5/5

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Maestro X 1 1



Universe — Secret Wars

Character — Gamma Villain **MARVEL**

Trample

Maestro enters the battlefield with X +1/+1 counters on it.

When Maestro enters the battlefield, put X +1/+1 counters on each other Gamma creature you control.

0/0

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Miles Morales 2 0 6



Universe — Secret Wars

Character — Human Vigilante **MARVEL**

Agile (This creature may have flying in the combat phase)

Whenever Miles Morales attacks, tap target creature defending player controls. Until your next turn, that creature's activated abilities can't be activated.

4/4

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Old Man Logan 3 2 2



Universe — Secret Wars

Character — Mutant Vigilante **MARVEL**

Haste, double strike

When Old Man Logan enters the battlefield, he fights target creature you don't control.

3: Old Man Logan gains indestructible until end of turn.

3/3

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The Maker 1 3 3



Universe — Secret Wars

Character — Cosmic Scientist **MARVEL**

Reach

When The Maker enters the battlefield, reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost.

Whenever a player casts an artifact spell, draw a card and lose 1 life.

1/4

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Scarlet Spider 1 2 2



Universe — Spiderverse

Character — Human Clone Vigilante MARVEL

First strike
Whenever Scarlet Spider blocks or becomes blocked by a creature, if that creature has indestructible it loses it until end of turn and Scarlet Spider gains indestructible until end of turn.

3/2

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Spider-Gwen 2 2 2



Universe — Spiderverse

Character — Mutant Agent MARVEL

Spider-Gwen can't be countered.
Hexproof, reach

"Where've I been? Really? Reaally? Oh, just fighting in a war for the fate of all reality. Y'know, like you do."

4/4

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Spider-U.K. 5 2 2



Universe — Spiderverse

Character — Cosmic Mystic MARVEL

Flying, vigilance
At the beginning of your upkeep, exile the top card of your library. Then, you may cast an exiled card you own without paying its mana cost.

5/5

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Superior Spider-Man 3 2 2



Universe — Spiderverse

Character — Human Villain MARVEL

Agile (This creature may have flying in the combat phase)
Whenever Superior Spider-Man attacks, he captures a hostage. (Gain a hostage counter.)
Kill a hostage: Draw a card and lose 1 life. (Pay a hostage counter.)

4/4

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