

Annihilus 7



Character — Cosmic Villain **MARVEL**

Flying
When Annihilus enters the battlefield or leaves the battlefield, exile target nonland permanent.

"I am the lord of the Negative Zone! The Living Death that walks!"

4/4

401/540 MR
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Apocalypse 8



Character — Mutant Warrior **MARVEL**

Trample, vigilance
At the beginning of your upkeep, put a charge counter on Apocalypse then destroy each creature with power equal to or less the number of charge counters on Apocalypse.

8/8

403/540 MR
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Franklin Richards 5



Character — Cosmic Mutant Psion **MARVEL**

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Hexproof, indestructible
The first spell you cast each turn has cascade.

0/1

402/540 MR
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Galactus 7



Legendary Planeswalker — Galactus **MARVEL**

+1 : Add ♦♦
-3 : Exile target land. That land's controller sacrifices a creature.
-9 : Target player loses the game.

5

405/540 MR
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Mikaboshi 13



Character — Demon Spirit **MARVEL**

When you cast this spell, draw seven cards.
Trample, hexproof
Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents.)
Immortal (If this creature would die, shuffle it into its owner's library instead.)

13/13

404/540 MR
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Shuma-Gorath 2



Legendary Planeswalker — Gorath **MARVEL**

0 : Exile Shuma-Gorath. Return him to the battlefield under his owner's control at the beginning of your next upkeep.
0 : Target player draws a card. Any player may activate this ability.
0 : Put a +1/+1 counter on target creature. Any player may activate this ability.

3

406/540 MR
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Squirrel Girl 2



Character — Mutant Rogue **MARVEL**

Squirrel Girl can't be blocked.
Whenever Squirrel Girl attacks, you lose the game.
Whenever Squirrel Girl deals combat damage to a player, that player loses the game.

1/1

400/540 MR
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Bastion 5



Artifact Character — Sentinel **MARVEL**

At the beginning of your upkeep, put a +1/+1 counter on each other Sentinel creature you control. Then, create a 3/3 colorless Sentinel artifact creature token.

"This is the future of humanity, and the end of mutantkind."

3/4

410/540 MR
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Danger

6



Artifact Character — X-Man



When Danger enters the battlefield, exile target creature an opponent controls.

Whenever Danger attacks, coordinate (Choose another creature you control that shares a creature type with this and put a +1/+1 counter on it.)

4/4

412/540 MR
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Destroyer

8



Artifact Character — Construct



Trample

When Destroyer enters the battlefield, each player chooses a creature they control, then sacrifices the rest.

"Today... death comes for the one who would be Thor!"
— Odin Borson

8/8

416/540 MR
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Doombot

2



Artifact Creature — Construct



As Doombot enters the battlefield, name a nonland card.

Activated abilities of sources with the chosen name can't be activated.

The master will return to us. This we all know to be true. Until then, we carry on in his name.

2/1

407/540 MR
MV • EN • MARVEL COMICS

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Doomsday Man

12



Artifact Character — Construct



Indestructible

Doomsday Man can't be blocked by creatures with power 5 or less.

Whenever Doomsday Man deals combat damage to a player, that player loses 10 life.

10/10

418/540 MR
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Life-Model Decoy

2



Artifact Creature — Construct



Flash

When Life-Model decoy enters the battlefield, change the target of target spell or ability to Life-Model Decoy.

"No more hiding, Nick."
— Bucky Barnes

0/4

408/540 MR
MV • EN • MARVEL COMICS

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Phalanx

5



Artifact Creature — Phalanx



Poisonous 2 (Whenever this creature deals combat damage to a player, that player gets two poison counters. A player with ten or more poison counters loses the game.)

Whenever Phalanx deals combat damage to a creature, it becomes a copy of Phalanx.

1/3

409/540 MR
MV • EN • MARVEL COMICS

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Super Adaptoid

7



Artifact Character — Construct



Super Adaptoid is all colors and all creature types.

Super Adaptoid's power and toughness are each equal to the number of creatures on the battlefield.

Super Adaptoid has all the abilities of each creature on the battlefield.

★/★

413/540 MR
MV • EN • MARVEL COMICS

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The Fury

7



Artifact Character — Construct



Vigilance, trample, indestructible

The Fury is a deadly cybiote built by the reality-manipulating psychic Mad Jim Jaspers of the parallel timeline of Earth-238 and programmed to destroy all superhumans but itself.

5/5

414/540 MR
MV • EN • MARVEL COMICS

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The Torch 5



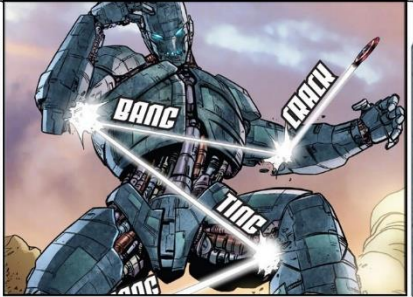
Artifact Creature — Construct **MARVEL**

Flying, haste
When The Torch enters the battlefield, create a 1/1 white Agent creature token.
⚡: The Torch gets +1/+0 until end of turn.

3/3

411/540 MR
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Ultimo 8



Artifact Character — Construct **MARVEL**

Over a hundred feet of raw power, programmed thousands of years ago by persons unknown to kill and destroy.

10/10

417/540 MR
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Ultron 7



Artifact Character — Construct **MARVEL**

When Ultron enters the battlefield, gain control of all artifacts for as long as you control Ultron.
Each non-creature artifact you control is an artifact creature with base power and toughness equal to Ultron's power and toughness.
⚡: Put a +1/+1 counter on Ultron.

2/2

415/540 MR
MV • EN • MARVEL COMICS
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Adamantium Skeleton 0



Artifact — Equipment **MARVEL**

Equipped creature gets +3/+3.
Whenever Adamantium Skeleton becomes attached to or unattached from a creature, destroy that creature.
Equip 0

419/540 MR
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Belt of Strength 2



Legendary Artifact — Equipment **MARVEL**

Equipped creature gets +X/+X where X is its base power.
Equip 2
"Thou shalt crave far greater strength if the battle thou desireth comes!"
— Thor Odinson

420/540 MR
MV • EN • MARVEL COMICS
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Crimson Dynamo Armor 3



Legendary Artifact — Equipment **MARVEL**

Equipped creature gets +2/+2 and has flying.
Whenever equipped creature deals combat damage to a player, destroy target artifact that player controls.
Equip 2

422/540 MR
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Ebony Blade 3



Legendary Artifact — Equipment **MARVEL**

Equipped creature gets +2/+2 and has hexproof.
Equip 2
"As long as the Black Blade blazes in my hand, I must fight on!"
— Dane Whitman

423/540 MR
MV • EN • MARVEL COMICS
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Hulkbuster Armor 4



Legendary Artifact — Equipment **MARVEL**

Equipped creature gets +4/+4 and has trample and vigilance.
Equip 4
"If he ever goes completely out of control, we have a plan..."
— Tony Stark

429/540 MR
MV • EN • MARVEL COMICS
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Iron Man Armor

3



Legendary Artifact — Equipment **MARVEL**

Equipped creature gets +2/+2 and has flying.
Whenever equipped creature deals combat damage to a player, equipped creature deals 2 damage to any target.
Equip 2

424/540 MR
MV • EN • MARVEL COMICS

Iron Patriot Armor

3



Legendary Artifact — Equipment **MARVEL**

Equipped creature gets +2/+2 and has flying.
Whenever equipped creature deals combat damage to a player, that player discards a card at random.
Equip 2

425/540 MR
MV • EN • MARVEL COMICS

Nega Bands

4



Legendary Artifact — Equipment **MARVEL**

Draft Nega Bands face up, then draft Mar-Vell from the bonus pack.
When Nega Bands becomes attached to a creature, exile that creature and Nega Bands. Put a card you own named Mar-Vell from exile or outside the game onto the battlefield.
Equip 4

430/540 MR
MV • EN • MARVEL COMICS

Rescue Armor

4



Legendary Artifact — Equipment **MARVEL**

Flash
When Rescue Armor enters the battlefield, exile target creature you control, then return it to the battlefield under its owner's control. Attach Rescue Armor to that creature.
Equipped creature gets +1/+1.
Equip 1

427/540 MR
MV • EN • MARVEL COMICS

Satan Claw

1



Legendary Artifact — Equipment **MARVEL**

Equipped creature gets -1/-1 and has indestructible.
Equip 2
"I demand results I can see with my eyes and hold in my hands!"
— Wolfgang von Strucker

421/540 MR
MV • EN • MARVEL COMICS

Spider Armor

2



Legendary Artifact — Equipment **MARVEL**

Equipped creature gets +1/+1 and has reach and vigilance.
Whenever equipped creature becomes the target of a spell or ability an opponent controls for the first time in a turn, counter that spell or ability.
Equip 2

421/540 MR
MV • EN • MARVEL COMICS

Uru-Enchanted Armor

4



Legendary Artifact — Equipment **MARVEL**

Equipped creature gets +2/+2 and has flying.
Whenever equipped creature deals combat damage to a player, that player sacrifices a permanent.
Equip 3

428/540 MR
MV • EN • MARVEL COMICS

War Machine Armor

3



Legendary Artifact — Equipment **MARVEL**

Equipped creature gets +2/+2 and has flying.
Whenever equipped creature deals combat damage to a player, that player loses 2 life and you gain 2 life.
Equip 2

426/540 MR
MV • EN • MARVEL COMICS

Arc Reactor

4



Legendary Artifact



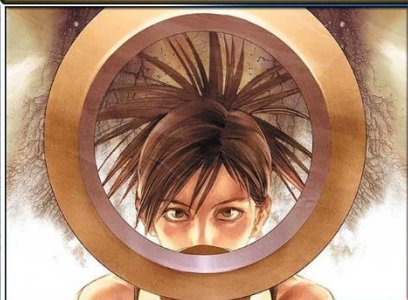
☞: Add ♦
☞, Sacrifice Arc Reactor: Add three mana of any one color.

"Listen to me. We have to overload the arc reactor and blast the roof."
— Tony Stark

465/540 MR
MV • EN • MARVEL COMICS

Arcane Sigil

2



Artifact



Arcane Sigil enters the battlefield tapped.

☞: Add * or ♠

There is power in the occult.

442/540 MR
MV • EN • MARVEL COMICS

Black Vortex

3



Legendary Artifact



Sacrifice a permanent: Add one mana of any color.

"Okay, don't show me what I should become. Show me why I should submit."
— Richard Rider

455/540 MR
MV • EN • MARVEL COMICS

Blood Extractor

2



Artifact



Blood Extractor enters the battlefield tapped.

☞: Add ♠ or ♣

There is power in the blood.

443/540 MR
MV • EN • MARVEL COMICS

Casket of Ancient Winters

2



Legendary Artifact



Players can't untap more than one land during their untap steps.

"Our armies drove the Frost Giants back into the heart of their own world. The cost was great. In the end, their king fell, and the source of their power was taken from them."
— Odin

452/540 MR
MV • EN • MARVEL COMICS

Celestial Monolith

2



Legendary Artifact



Celestial Monolith doesn't untap during your untap step:

☞: Add ♦ ♦ ♦

4: Untap Celestial Monolith.

Virtually nothing is known about what it does or what it is even used for.

453/540 MR
MV • EN • MARVEL COMICS

Cerebral Stimulator

2



Artifact



Cerebral Stimulator enters the battlefield tapped.

☞: Add ♠ or ♣

There is power in the mind.

444/540 MR
MV • EN • MARVEL COMICS

Cerebro

3



Legendary Artifact



X ♦, ☞, Tap an untapped Psion creature you control: Search your library for a Mutant creature card with converted mana cost X or less and put it onto the battlefield. Then, shuffle your library. Activate this ability only any time you could cast a sorcery.

456/540 MR
MV • EN • MARVEL COMICS

Concordance Engine

2



Legendary Artifact

MARVEL

Concordance Engine enters the battlefield tapped.
Concordance Engine doesn't untap during your untap step:
• Add ♦♦♦
3: Untap Concordance Engine.

454/540 MR
MV • EN • MARVEL COMICS



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Cosmic Control Rod

3



Legendary Artifact

MARVEL

• Add ♦♦

The Rod is said to house the essence of a Tyamman starship's stardrive, which means that the Rod has incalculable power and abilities.

457/540 MR
MV • EN • MARVEL COMICS



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Cosmic Cube

3



Legendary Artifact

MARVEL

X X, •, Exile Cosmic Cube: Choose a card you own with converted mana cost X from outside the game and cast it without paying its mana cost.

"You know you want it. Cosmic Cube. Unbelievably powerful."
— Peter Quill

458/540 MR
MV • EN • MARVEL COMICS



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Eye of Agamotto

1



Legendary Artifact

MARVEL

1, •: Look at the top card of your library. You may exile that card.

"Eye of Agamotto, lead me to the one behind this!"
— Stephen Strange

439/540 MR
MV • EN • MARVEL COMICS



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Gem of Cyttorak

2



Artifact

MARVEL

Gem of Cyttorak enters the battlefield tapped.
•: Add • or •

There is power in savagry.

445/540 MR
MV • EN • MARVEL COMICS



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Ghost Box

0



Artifact

MARVEL

•, Exile a creature you control: Add an amount of ♦ equal to the exiled creature's converted mana cost.

"A Ghost Box opens gates between parallel Earths."
— Abigail Brand

431/540 MR
MV • EN • MARVEL COMICS



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Hydra Relic

2



Artifact

MARVEL

Hydra Relic enters the battlefield tapped.

•: Add • or •

There is power in numbers.

446/540 MR
MV • EN • MARVEL COMICS



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Infinity Gauntlet

5



Legendary Artifact

MARVEL

* ♦ ♣ ♠: Exile target nonland permanent.

* ♦ ♣ ♠: You win the game. Activate this ability only if there are at least two Gems on the battlefield, in graveyards, and/or in exile.

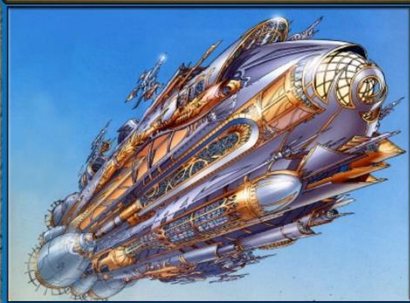
470/540 MR
MV • EN • MARVEL COMICS



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Invasion Ship

2



Artifact

MARVEL

Invasion Ship enters the battlefield tapped.

☞: Add ♠ or ♣

There is power in the stars.

449/540 MR
MV • EN • MARVEL COMICS

Jarvis A.I.

3



Legendary Artifact

MARVEL

☞: Add ♦
☞: Add one mana of any color.
Spend this mana only to cast
Avenger creature spells.

*"I'll leave you to... polish this silverware."
— Tony Stark*

459/540 MR
MV • EN • MARVEL COMICS

Kree Supplies

2



Artifact

MARVEL

Kree Supplies enters the battlefield
tapped.

☞: Add ♂ or *

There is power in command.

447/540 MR
MV • EN • MARVEL COMICS

Master Mold

3



Legendary Artifact

MARVEL

When Master Mold enters the
battlefield, create a 3/3 colorless
Sentinel artifact creature token.

4: Create a 3/3 colorless Sentinel
artifact creature token. Activate this
ability only if you control a Sentinel
creature.

460/540 MR
MV • EN • MARVEL COMICS

Mind Control Device

3



Artifact

MARVEL

You may choose not to untap Mind
Control Device during your untap step.
2 ♠, ☞: Gain control of target creature
an opponent controls with power less
than the number of cards in your
graveyard as long as Mind Control
Device remains tapped.

461/540 MR
MV • EN • MARVEL COMICS

Mind Gem

0



Legendary Artifact — Gem

MARVEL

Contested (Whenever a source an opponent
controls deals damage to you, that player
gains control of this permanent. Players may
only activate non-mana abilities of this
permanent if they control, but don't own it.)

☞: Add ♠

6, Exile Mind Gem: Gain control of
target creature or planeswalker.

437/540 MR
MV • EN • MARVEL COMICS

M'Kraan Crystal

7



Legendary Artifact

MARVEL

☞: Add * ♠ ♣ ♦ ♠

*From an empty world, that is so far away
from everything else in the universe, that the
lights in the sky are not individual stars, but
entire galaxies.*

473/540 MR
MV • EN • MARVEL COMICS

Nova Star

1



Artifact

MARVEL

☞: Add ♦

*"We had a fighting chance for two seconds.
That chance is gone. I can't believe it. How
is it possible that the situation just got worse?
No, seriously, how is it possible?"
— Richard Rider*

440/540 MR
MV • EN • MARVEL COMICS

Omega Machine

6



Legendary Artifact

MARVEL

At the beginning of your upkeep, put a -1/-1 counter on each creature. Then, put that many charge counters on Omega Machine. When Omega Machine has fourty or more charge counters on it, you win the game.

472/540 MR
MV • EN • MARVEL COMICS

Omegadrive

3



Legendary Artifact

MARVEL

☞: Draw a card, then discard a card.

Made from a piece of one of the Fantastic Four's suit, it has unlimited storage capacity.

462/540 MR
MV • EN • MARVEL COMICS

Orb of Agamotto

4



Legendary Artifact

MARVEL

At the beginning of your upkeep, exile the top card of your library. You may cast cards that have been exiled with Orb of Agamotto

"It is Stephen Strange, Disciple of our revered servant, the Ancient One!"
— Dormammu

466/540 MR
MV • EN • MARVEL COMICS

Portal to the Negative Zone

4



Legendary Artifact

MARVEL

3, ☞, Shuffle Portal to the Negative Zone into its owner's library: Exile all creatures.

"I got a bad feeling about this. Extra-friggin' terrestrials, am I right?"
— Benjammin Grimm

467/540 MR
MV • EN • MARVEL COMICS

Power Gem

0



Legendary Artifact — Gem

MARVEL

Contested (Whenever a source an opponent controls deals damage to you, that player gains control of this permanent. Players may only activate non-mana abilities of this permanent if they control, but don't own it.)

☞: Add ☹

6, Exile Power Gem: You get an emblem with "Creatures you control get +2/+2."

436/540 MR
MV • EN • MARVEL COMICS

Prison 42

3



Legendary Artifact

MARVEL

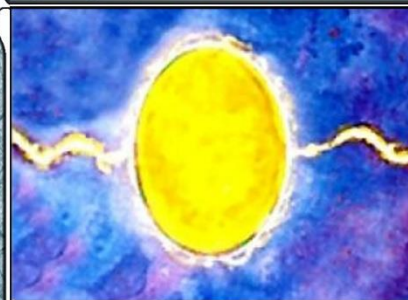
3, ☞: Exile target creature until Prison 42 leaves the battlefield. Activate this ability only any time you could cast a sorcery.

Designated Negative Zone Prison Alpha but nicknamed 'Fantasy Island' or 'Wonderland' by inmates.

463/540 MR
MV • EN • MARVEL COMICS

Reality Gem

0



Legendary Artifact — Gem

MARVEL

Contested (Whenever a source an opponent controls deals damage to you, that player gains control of this permanent. Players may only activate non-mana abilities of this permanent if they control, but don't own it.)

☞: Add *

6, Exile Reality Gem: You get an emblem with "Spells your opponents cast cost 1 more to cast."

435/540 MR
MV • EN • MARVEL COMICS

S.H.I.E.L.D Badge

2



Artifact

MARVEL

S.H.I.E.L.D. Badge enters the battlefield tapped.

☞: Add ♣ or *

There is power in authority.

448/540 MR
MV • EN • MARVEL COMICS

Siege Perilous

0



Legendary Artifact

MARVEL

At the beginning of your upkeep, sacrifice a creature or sacrifice Siege Perilous.

☞: Add one mana of any color.

*"This thing is a mystical key allowing us to enter world parallel to our own."
— The Goblin (Earth-12041)*

432/540 MR
MV • EN • MARVEL COMICS



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Skrull Abduction Ship

5



Artifact

MARVEL

At the beginning of your upkeep, return to the battlefield all cards exiled by Skrull Abduction ship under their owners' control. Then, exile target creature until Skrull Abduction Ship leaves the battlefield.

471/540 MR
MV • EN • MARVEL COMICS



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Sol's Hammer

8



Legendary Artifact

MARVEL

When Sol's Hammer enters the battlefield, end the turn and you skip your next three turns.

At the beginning of your upkeep, you win the game.

*"We only need the sphere to be around two percent complete"
— Tony Stark*

474/540 MR
MV • EN • MARVEL COMICS



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Soul Gem

0



Legendary Artifact — Gem

MARVEL

Contested (Whenever a source an opponent controls deals damage to you, that player gains control of this permanent. Players may only activate non-mana abilities of this permanent if they control, but don't own it.)

☞: Add ♣

6, Exile Soul Gem: Return a creature card from a graveyard to the battlefield under your control.

434/540 MR
MV • EN • MARVEL COMICS



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Space Gem

0



Legendary Artifact — Gem

MARVEL

Contested (Whenever a source an opponent controls deals damage to you, that player gains control of this permanent. Players may only activate non-mana abilities of this permanent if they control, but don't own it.)

☞: Add ♠

6, Exile Space Gem: Search your library for a card and cast it without paying its mana cost. Then shuffle your library.

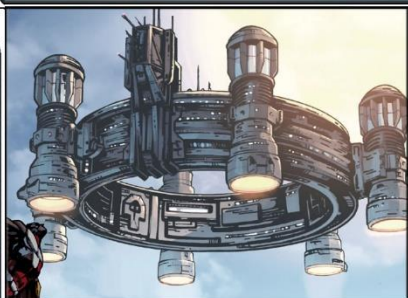
433/540 MR
MV • EN • MARVEL COMICS



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The Circle

4



Legendary Artifact

MARVEL

☞: Draw a card.

The Circle is the main headquarters for the Chinese intelligence agency known as S.P.E.A.R

468/540 MR
MV • EN • MARVEL COMICS



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Third Eye of Horus

3



Legendary Artifact

MARVEL

As an additional cost to cast this spell, pay half your life, rounded up.

☞: Add ♦♦♦

The Third Eye of Horus allows individuals to see beyond the normal human spectrum.

464/540 MR
MV • EN • MARVEL COMICS



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Time Gem

1



Legendary Artifact — Gem

MARVEL

Contested (Whenever a source an opponent controls deals damage to you, that player gains control of this permanent. Players may only activate non-mana abilities of this permanent if they control, but don't own it.)

☞: Add ♦♦

7, Exile Time Gem: Take an extra turn after this one.

438/540 MR
MV • EN • MARVEL COMICS



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Time-Sled 1



Legendary Artifact MARVEL

Time-Sled enters the battlefield tapped. Time-Sled doesn't untap during your untap step.

Tap four untapped creatures you control: Untap Time-Sled. Activate this ability only any time you could cast a sorcery.

☞, Sacrifice Time-Sled: Take another turn after this one.

441/540 MR
MV • EN MARVEL COMICS

Ultimate Nullifier 10



Legendary Artifact MARVEL

Ultimate Nullifier can't be countered. Hexproof, indestructible

☞: Choose a permanent. Exile that permanent. This ability can't be countered by spells or abilities.

"We could obliterate all the combined realities of the Multiverse!"
— Reed Richards

475/540 MR
MV • EN MARVEL COMICS

Unstable Serum 2



Artifact MARVEL

Unstable Serum enters the battlefield tapped.

☞: Add ♣ or ♠

There is power in science.

450/540 MR
MV • EN MARVEL COMICS

Vibranium Ship 4



Legendary Artifact MARVEL

☞: Add one mana of any color.

☞: Add ♦♦

"If anyone deserves to exploit the vibranium resources herer, it is this land's natives."
— T'Challa

469/540 MR
MV • EN MARVEL COMICS

Vigilante Mask 2



Artifact MARVEL

Vigilante Mask enters the battlefield tapped.

☞: Add * or ☠

There is power in justice.

451/540 MR
MV • EN MARVEL COMICS