

Armor Workshop



Legendary Land



Armor Workshop enters the battlefield tapped.

☞: Add ♠ or *

3 ♠: Until end of turn, Armor Workshop becomes a 2/2 colorless artifact creature with "Whenever this creature attacks, tinker." It's still a land. (Create a Module, a colorless artifact Equipment token with "Equipped creature gets +1/+1" and "Equip 1")

518/540 MR

MV • EN • MARVEL COMICS



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Asteroid M



Legendary Land



Asteroid M enters the battlefield tapped.

When Asteroid M enters the battlefield, untap another target land you control.

☞: Add ♦, ♣ or ♠

507/540 MR

MV • EN • MARVEL COMICS



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Atlantis



Legendary Land — Island Swamp



491/540 MR

MV • EN • MARVEL COMICS



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Attilan



Legendary Land — Plains Swamp



495/540 MR

MV • EN • MARVEL COMICS



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Barbuda



Legendary Artifact Land



Barbuda enters the battlefield tapped.

☞: Add ♣ or ♠

3 ♠: Until end of turn, Barbuda becomes a 3/3 green and blue Construct artifact creature with hexproof. It's still a land.

519/540 MR

MV • EN • MARVEL COMICS



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Blue Area of the Moon



Legendary Land



Blue Area of the Moon enters the battlefield tapped.

When Blue Area of the Moon enters the battlefield, untap another target land you control.

☞: Add ♦, ♣ or ♠

509/540 MR

MV • EN • MARVEL COMICS



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Domain of Apocalypse



Legendary Land



Domain of Apocalypse enters the battlefield tapped.

☞: Add ♣ or ♠

1 ♠: Until end of turn, Domain of Apocalypse becomes a 1/1 black and green Mutant creature with deathtouch. It's still a land.

517/540 MR

MV • EN • MARVEL COMICS



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Fury's Secret Base



Legendary Land



Fury's Secret Base enters the battlefield tapped.

☞: Add ♣ or *

2 ♠: Until end of turn, Fury's Secret Base becomes a 1/1 green and white Agent creature with "Whenever this creature attacks or blockes, put a +1/+1 counter on it." It's still a land.

514/540 MR

MV • EN • MARVEL COMICS



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Gamma Base



Legendary Land

MARVEL

Gamma Base enters the battlefield tapped.
When Gamma Base enters the battlefield, untap another target land you control.

☞: Add ♦, ♠ or ♣

503/540 MR
MV • EN • MARVEL COMICS

Gehenna



Legendary Land

MARVEL

Gehenna enters the battlefield tapped.
☞: Add ♠ or ♣
4 ♠: Until end of turn, Gehenna becomes a 3/2 black and red Demon creature with flying and "Whenever this creature attacks, create a 1/1 black Spy creature token tapped and attacking." It's still a land.

512/540 MR
MV • EN • MARVEL COMICS

Genosha



Legendary Land

MARVEL

Genosha enters the battlefield tapped.
☞: Add ♠ or ♣
3 ♠: Until end of turn, Genosha becomes a 3/3 blue and red Mutant Psion X-Man creature with "Whenever this creature deals combat damage, coordinate." It's still a land. (Choose another creature you control that shares a type with this and put a +1/+1 counter on it.)

516/540 MR
MV • EN • MARVEL COMICS

Hauk'ka City



Legendary Land — Forest Plains

MARVEL

494/540 MR
MV • EN • MARVEL COMICS

Hell's Kitchen



Legendary Land

MARVEL

Hell's Kitchen enters the battlefield tapped.
When Hell's Kitchen enters the battlefield, untap another target land you control.

☞: Add ♦, * or ♣

505/540 MR
MV • EN • MARVEL COMICS

Heroes for Hire Agency



Legendary Land

MARVEL

Heroes for Hire Agency enters the battlefield tapped.
☞: Add * or ♣
3 *: Until end of turn, Heroes for Hire Agency becomes a 2/3 white and black Vigilante creature with lifelink. It's still a land.

515/540 MR
MV • EN • MARVEL COMICS

Hydra Underwater Base



Legendary Land

MARVEL

Hydra Underwater Base enters the battlefield tapped.
When Hydra Underwater Base enters the battlefield, untap another target land you control.

☞: Add ♦, ♠ or ♣

502/540 MR
MV • EN • MARVEL COMICS

Niflheim



Legendary Land — Forest Island

MARVEL

499/540 MR
MV • EN • MARVEL COMICS

Nornkeep



Legendary Land



Nornkeep enters the battlefield tapped.

☞: Add * or ♠

3 ♠: Until end of turn, Nornkeep becomes a 3/4 white and blue Mystic creature with flying.

510/540 MR
MV • EN • MARVEL COMICS



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Pandora's Box



Legendary Land — Mountain Plains



498/540 MR
MV • EN • MARVEL COMICS



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Sanctum Sanctorum



Legendary Land



Sanctum Sanctorum enters the battlefield tapped.

When Sanctum Sanctorum enters the battlefield, untap another target land you control.

☞: Add ♦, * or ♠

500/540 MR
MV • EN • MARVEL COMICS



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Savage Land



Legendary Land



Savage Land enters the battlefield tapped.

☞: Add ♠ or ♣

4 ♣: Until end of turn, Savage Land becomes a 5/5 green and red Dinosaur creature. It's still a land.

513/540 MR
MV • EN • MARVEL COMICS



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Skrull Throneworld



Legendary Land



Skrull Throneworld enters the battlefield tapped.

☞: Add ♠ or ♣

1 ♣: Turn Skrull Throneworld face down. Turn it face up at end of turn. (A face down creature is a 2/2 creature.)

511/540 MR
MV • EN • MARVEL COMICS



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Stark Lab



Legendary Land



Stark Lab enters the battlefield tapped.

When Stark Lab enters the battlefield, untap another target land you control.

☞: Add ♦, ♠ or *

508/540 MR
MV • EN • MARVEL COMICS



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Super Skrull Base



Legendary Land



Super Skrull Base enters the battlefield tapped.

When Super Skrull Base enters the battlefield, untap another target land you control.

☞: Add ♦, ♠ or ♣

501/540 MR
MV • EN • MARVEL COMICS

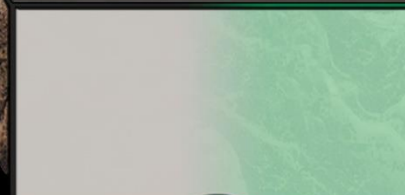


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Svartalfheim



Legendary Land — Swamp Forest



497/540 MR
MV • EN • MARVEL COMICS



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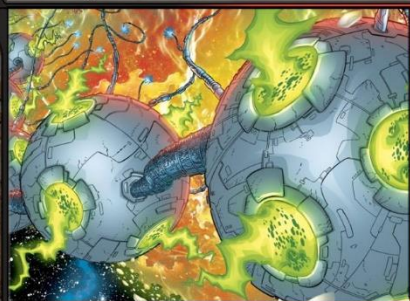
Tabula Rasa



Legendary Land — Mountain Forest **MARVEL**

493/540 MR
MV • EN • MARVEL COMICS

The Kyn



Legendary Land — Swamp Mountain **MARVEL**

492/540 MR
MV • EN • MARVEL COMICS

The Peak



Legendary Land — Plains Island **MARVEL**

490/540 MR
MV • EN • MARVEL COMICS

The Triskelion



Legendary Land **MARVEL**

The Triskelion enters the battlefield tapped.
When The Triskelion enters the battlefield, untap another target land you control.

☞: Add ♦, ♣, or *

504/540 MR
MV • EN • MARVEL COMICS

Utopia



Legendary Land — Island Mountain **MARVEL**

496/540 MR
MV • EN • MARVEL COMICS

Xavier's School



Legendary Land **MARVEL**

Xavier's School enters the battlefield tapped.
When Xavier's School enters the battlefield, untap another target land you control.

☞: Add ♦, ♣, or ♠

506/540 MR
MV • EN • MARVEL COMICS

Abandoned Warehouse



Land — Plains **MARVEL**

(☞: Add *)
As Abandoned Warehouse enters the battlefield, you may reveal a black or red creature card from your hand. If you don't, Abandoned Warehouse enters the battlefield tapped.

☞, Pay 1 life: Add ♠ or ♣

531/540 MR
MV • EN • MARVEL COMICS

Celestial Ship



Legendary Land **MARVEL**

1, ☞, Sacrifice Celestial Ship: Search your library for a land card that does not share a land type with a land you control and put it onto the battlefield. Then, shuffle your library.

526/540 MR
MV • EN • MARVEL COMICS

Dark Dimension



Legendary Land



1, ♣, Sacrifice Dark Dimension: Search your library for a land card that does not share a land type with a land you control and put it onto the battlefield. Then, shuffle your library.

527/540 MR
MV • EN • MARVEL COMICS



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Forbidden Forest



Legendary Land — Forest



(♣: Add ♣)

Whenever Forbidden Forest becomes tapped, sacrifice it. If you do, search your library for a Forest card and put it onto the battlefield tapped. Then, shuffle your library.

525/540 MR
MV • EN • MARVEL COMICS



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Helicarrier Base



Land — Plains



(♣: Add *)

As Helicarrier Base enters the battlefield, you may reveal a green or blue creature card from your hand. If you don't, Helicarrier Base enters the battlefield tapped.

♣, Pay 1 life: Add ♣ or ♠

532/540 MR
MV • EN • MARVEL COMICS



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Hidden Base



Land — Swamp



(♣: Add ♣)

As Hidden Base enters the battlefield, you may reveal a green or white creature card from your hand. If you don't, Hidden Base enters the battlefield tapped.

♣, Pay 1 life: Add ♣ or *

535/540 MR
MV • EN • MARVEL COMICS



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Hidden Swamp



Legendary Land — Swamp



(♣: Add ♣)

Whenever Hidden Swamp becomes tapped, sacrifice it. If you do, search your library for a Swamp card and put it onto the battlefield tapped. Then, shuffle your library.

523/540 MR
MV • EN • MARVEL COMICS



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Industrial Complex



Land — Mountain



(♣: Add ♣)

As Industrial Complex enters the battlefield, you may reveal a black or green creature card from your hand. If you don't, Industrial Complex enters the battlefield tapped.

♣, Pay 1 life: Add ♣ or ♠

537/540 MR
MV • EN • MARVEL COMICS



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Limbo



Legendary Land



1, ♣, Sacrifice Limbo: Search your library for a land card that does not share a land type with a land you control and put it onto the battlefield. Then, shuffle your library.

528/540 MR
MV • EN • MARVEL COMICS



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Loading Bay



Land — Mountain



(♣: Add ♣)

As Loading Bay enters the battlefield, you may reveal a white or blue creature card from your hand. If you don't, Loading Bay enters the battlefield tapped.

♣, Pay 1 life: Add * or ♠

538/540 MR
MV • EN • MARVEL COMICS



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Muir Island



Legendary Land — Island



(: Add)

Whenever Muir Island becomes tapped, sacrifice it. If you do, search your library for an Island card and put it onto the battlefield tapped. Then, shuffle your library.

522/540 MR
MV • EN • MARVEL COMICS



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Nefarious Laboratory



Land — Island



(: Add)

As Nefarious Laboratory enters the battlefield, you may reveal a black or white creature card from your hand. If you don't, Nefarious Laboratory enters the battlefield tapped.

, Pay 1 life: Add or

533/540 MR
MV • EN • MARVEL COMICS



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Plains of Ida



Legendary Land — Plains



(: Add)

Whenever Plains of Ida becomes tapped, sacrifice it. If you do, search your library for a Plains card and put it onto the battlefield tapped. Then, shuffle your library.

521/540 MR
MV • EN • MARVEL COMICS



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Spartax



Legendary Land



1, , Sacrifice Spartax: Search your library for a land card that does not share a land type with a land you control and put it onto the battlefield. Then, shuffle your library.

529/540 MR
MV • EN • MARVEL COMICS



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Starlight Citadel



Legendary Land



1, , Sacrifice Starlight Citadel: Search your library for a land card that does not share a land type with a land you control and put it onto the battlefield. Then, shuffle your library.

530/540 MR
MV • EN • MARVEL COMICS



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Surveillance Center



Land — Island



(: Add)

As Surveillance Center enters the battlefield, you may reveal a red or green creature card from your hand. If you don't, Surveillance Center enters the battlefield tapped.

, Pay 1 life: Add or

534/540 MR
MV • EN • MARVEL COMICS



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Tribal Battleground



Land — Forest



(: Add)

As Tribal Battleground enters the battlefield, you may reveal a red or white creature card from your hand. If you don't, Tribal Battleground enters the battlefield tapped.

, Pay 1 life: Add or

540/540 MR
MV • EN • MARVEL COMICS



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Tyrant's City



Land — Forest



(: Add)

As Tyrant's City enters the battlefield, you may reveal a blue or black creature card from your hand. If you don't, Tyrant's City enters the battlefield tapped.

, Pay 1 life: Add or

539/540 MR
MV • EN • MARVEL COMICS



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Underground Lair



Land — Swamp



(C: Add ♣)

As Underground Lair enters the battlefield, you may reveal a blue or red creature card from your hand. If you don't, Underground Lair enters the battlefield tapped.

C, Pay 1 life: Add ♠ or ♥

536/540 MR
MV • EN • MARVEL COMICS

Wundagore Mountain



Legendary Land — Mountain



(C: Add ♂)

Whenever Wundagore Mountain becomes tapped, sacrifice it. If you do, search your library for a Mountain card and put it onto the battlefield tapped. Then, shuffle your library.

524/540 MR
MV • EN • MARVEL COMICS

Ancient Tomb



Land



C: Add ♦♦. Ancient Tomb deals 2 damage to you.

"Mutant must fight mutant, if the weak are to be winnowed from the strong."
— En Sabah Nur

471/540 MR
MV • EN • MARVEL COMICS

Astral Plane



Legendary Land



C: Add ♦

C, Tap an untapped Psion or Mystic creature you control: Add one mana of any color.

The Astral Plane is an alternate dimension alongside our own.

472/540 MR
MV • EN • MARVEL COMICS

Avengers Mansion



Legendary Land



C: Add ♦

C: Add one mana of any color. Spend this mana only to cast an Avenger spell or activate an ability of an Avenger creature.

At Avengers Mansion, we mind out silverware.

473/540 MR
MV • EN • MARVEL COMICS

Avengers Tower



Legendary Land



C: Add ♦

C: Add one mana of any color. Spend this mana only to cast an Avenger spell or activate an ability of an Avenger creature.

You should come by Avengers Tower sometime.

474/540 MR
MV • EN • MARVEL COMICS

Castle Doom



Legendary Land



C: Add ♦

1: Castle Doom becomes a 2/2 Doombot artifact creature until end of turn. It's still a land.

Castle Doom is heavily patrolled by Doombots, who resemble the very madman who created them.

475/540 MR
MV • EN • MARVEL COMICS

Knowhere



Legendary Land



Draft Knowhere face up, then draft Starlord from the bonus pack.

C: Add ♦. Knowhere deals 1 damage to you.

C: Add one mana of any color. Spend this mana only to cast a creature spell.

477/540 MR
MV • EN • MARVEL COMICS

Krakoa



Legendary Land

☞: Add ♦. Krakoa deals 1 damage to you.

5, Sacrifice five creatures: Transform Krakoa.

"Come closer and feed Krakoa. The Island that walks like a man!"

478/540 MR
MV • EN • MARVEL COMICS

The Island that Walks



Character — Elemental

Trample

"Yesss... Krakoa must feed...! Your... energies... are... deliciousssss...."

12/12

478/540 MR
MV • EN • MARVEL COMICS

Kree-Lar



Legendary Land

☞: Add ♦

1: Kree-Lar becomes a 2/2 Kree Warrior creature until end of turn. It's still a land.

Kree-Lar is the largest city-state on the planet Hala. It encompasses most of the planet.

479/540 MR
MV • EN • MARVEL COMICS

K'un-Lun



Legendary Land

☞: Add ☯

1 ☯: Put a ki counter on target creature.

Creatures you control with ki counters have prowess.

K'un-Lun appears on Earth once every ten years.

476/540 MR
MV • EN • MARVEL COMICS

Madripoor



Legendary Land

☞: Add ♦

1, ☞: Shuffle Madripoor into its owner's library: Destroy target nonbasic land.

Madripoor, where crime exists in harmony with civilization.

480/540 MR
MV • EN • MARVEL COMICS

Manhattan Battleground



Land

☞: Add ♦

5, ☞: Tap target creature you control and target creature of an opponent's choice they control. Those creatures fight each other.

New York. The city of heroes... And villains.

481/540 MR
MV • EN • MARVEL COMICS

Morlock Tunnels



Legendary Land

Morlock Tunnels enters the battlefield tapped.

☞: Add ♠

Whenever a creature enters the battlefield from your graveyard, put a +1/+1 counter on that creature.

482/540 MR
MV • EN • MARVEL COMICS

Negative Zone



Legendary Land

☞: Add ♦

⌘ ⌘, ☞, Sacrifice Negative Zone: Put target creature card you own in exile with converted mana cost X onto the battlefield under your control. Activate this ability only any time you could cast a sorcery.

483/540 MR
MV • EN • MARVEL COMICS

New Asgard



Legendary Land



☞: Add ♦
 ☞: Add one mana of any color.
 Activate this ability only if there are three or more land cards in your graveyard.

May the blessings of Asgard be showered upon you!

484/540 MR
 MV • EN • MARVEL COMICS

Sixth Dimension



Legendary Land



Sixth Dimension is every basic land type.
 Whenever Sixth Dimension becomes tapped, it doesn't untap during its controller's next untap step unless it produced a mana of a type another land you control could produce this turn.

485/540 MR
 MV • EN • MARVEL COMICS

The Baxter Building



Legendary Land



☞: Add ♦
 ☞: Add one mana of any color.
 Spend this mana only to cast a Cosmic spell.
 3, ☞: Shuffle The Baxter Building and target exiled card into their owner's libraries.

486/540 MR
 MV • EN • MARVEL COMICS

The Necropolis



Legendary Land



☞: Add ♦
 1 ♠, ☞: Shuffle target creature card in a graveyard into its owner's library.

The Necropolis. The Wakandan City of the Dead. Where Black Panthers go to die.

487/540 MR
 MV • EN • MARVEL COMICS

Uatu's Observatory



Legendary Land



☞: Add ♠
 1 ♠, ☞: Put target planeswalker card from your graveyard into your library, third from the top.

*"Like you, I must simply wait and observe the events as they occur."
 — Uatu, the Watcher*

488/540 MR
 MV • EN • MARVEL COMICS

Wakanda



Legendary Land



☞: Add ♦
 ☞: Add ♦♦. Spend this mana only to cast artifact spells or activate abilities of artifacts.

Today we are all the Black Panther! And today we will fight as one! For Wakanda!

489/540 MR
 MV • EN • MARVEL COMICS