

Baron von Strucker

2



Character — Human Villain Spy

MARVEL

When Baron von Strucker leaves the battlefield, each player sacrifices a creature, then create a 1/1 black Spy creature token.

Immortal (If this creature would die, shuffle it into its owner's library instead.)

4/2

153/540 MR
MV • EN • MARVEL COMICS

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Blackheart

4



Character — Demon Mystic

MARVEL

When Blackheart enters the battlefield, destroy target creature you don't control.

Exile five other cards in your graveyard: Return Blackheart from your graveyard to your hand.

"This is my power at its weakest!"

4/3

159/540 MR
MV • EN • MARVEL COMICS

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Bullseye

2



Character — Human Assassin

MARVEL

2: Destroy target creature. Then shuffle Bullseye into its owner's library.

"I never miss!"

2/1

144/540 MR
MV • EN • MARVEL COMICS

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Daimon Hellstrom

2



Character — Demon Mystic

MARVEL

You may cast instant and sorcery cards in your graveyard by paying life equal to that card's converted mana cost in addition to its casting cost. If a card cast this way would be put into a graveyard, exile it instead.

3/3

148/540 MR
MV • EN • MARVEL COMICS

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Gorgon

1



Character — Mutant Assassin Spy

MARVEL

Deathtouch

When Gorgon enters the battlefield, destroy creature an opponent controls.

"Look into my eyes!"

1/4

149/540 MR
MV • EN • MARVEL COMICS

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Green Goblin

1



Character — Human Villain

MARVEL

Flying

Whenever Green Goblin deals combat damage to a player, he captures a hostage. (Gain a hostage counter.)

At the beginning of your upkeep, kill a hostage. If you do, target creature chosen at random gets -2/-2 until end of turn. (Pay a hostage counter.)

2/3

149/540 MR
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Grim Reaper

3



Character — Human Villain

MARVEL

When Grim Reaper enters the battlefield, put target creature card from an opponent's graveyard onto the battlefield under your control. That creature is a black Zombie in addition to its other colors and types.

4/4

160/540 MR
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Hydra Enforcer

2



Creature — Human Spy

MARVEL

When Hydra Enforcer dies, create a 1/1 black Spy creature token.

2: Return Hydra Enforcer from your graveyard to the battlefield tapped. Activate this ability only any time you could cast a sorcery.

1/1

143/540 MR
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Kid Omega



Character — Mutant Psion



You may pay 1 ♦ rather than pay this spell's mana cost.
When Kid Omega enters the battlefield, target opponent discards a card at random.

"Magneto was right!"

2/1

145/540 MR
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Kingpin



Character — Human Villain



Whenever another creature you control dies, Kingpin captures a hostage. *(You gain a hostage counter.)*
At the beginning of your upkeep, you may kill a hostage. If you do, draw a card. *(Pay a hostage counter.)*

4/4

161/540 MR
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Lady Deathstrike



Artifact Character — Assassin



Haste
When Lady Deathstrike deals combat damage to a player, destroy target creature that player controls.
1 ♠: Lady Deathstrike gains indestructible until end of turn.

3/2

154/540 MR
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Mad Thinker



Character — Human Villain



Whenever Mad Thinker enters the battlefield or attacks, draw a card and lose 1 life.

"If you still talk of weapons, then yes, you've missed everything."

0/3

150/540 MR
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Madame Masque



Character — Human Villain Spy



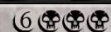
Menace
Whenever Madame Masque deals combat damage to a player, she captures a hostage. *(Gain a hostage counter.)*
1 ♠, Kill a hostage: Target player discards a card. Activate this ability only any time you could cast a sorcery. *(Pay a hostage counter.)*

2/2

151/540 MR
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Mephisto



Character — Demon



Flying, trample
If you would draw a card, search your library for a card and put that card into your hand, then shuffle your library instead.

"Well you may tremble! For you gaze at Mephisto!"

9/9

167/540 MR
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Mojo



Character — Cosmic Psion Villain



When Mojo enters the battlefield, target opponent reveals their hand and you choose a nonland card from it. Exile that card until Mojo leaves the battlefield.
Mojo's power and toughness are each equal to the exiled card's converted mana cost.

★/★

155/540 MR
MV • EN • MARVEL COMICS

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Mole Man



Character — Human Villain



Draft Mole Man face up, then draft Rise of the Moloids from the bonus pack.
At the beginning of your upkeep, create a 1/1 colorless Moloid creature token.
Sacrifice three Moloid creatures: Draw a card.

1/1

146/540 MR
MV • EN • MARVEL COMICS

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Mr. Sinister

4



Character — Mutant Psion Villain

Menace

Whenever Mr. Sinister 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.

1 ♦: Mr. Sinister gains indestructible until end of turn.

4/5

162/540 MR
MV • EN • MARVEL COMICS

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Omega Red

5



Character — Mutant Villain

For each generic mana in this spell's total cost, you may remove a loyalty counter from a planeswalker you control rather than pay that mana.

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)

5/5

163/540 MR
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Radioactive Man

5



Character — Gamma Villain

Trample

At the beginning of your upkeep, put a -1/-1 counter on each creature you don't control and a +1/+1 counter on each Gamma creature you control.

"Nothing can stop me!"

5/5

165/540 MR
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Red Skull

2



Character — Human Spy Villain

At the beginning of your upkeep, sacrifice a creature. Then, create two 1/1 black Spy creature tokens.

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

"Freedom is only for the one who rules!"

4/3

156/540 MR
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Selene

2



Character — Demon Mystic

Deathtouch

When Selene enters the battlefield, target creature gets -3/-3 until end of turn and you gain 3 life.

"Countless thousands have gone to the fire in my name. Which of you will be next?"

3/3

157/540 MR
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Stryfe

4



Character — Mutant Psion Clone

2 ♦: Target creature gets +3/+3 until end of turn.

Whenever a creature dies, scry 1.

"This Nate Grey was the product of one lone madman's quest for personal power."

5/6

164/540 MR
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Supreme Hydra

1



Character — Human Spy

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

Sacrifice Supreme Hydra: Creatures your opponents control get -1/-1 until end of turn.

When Supreme Hydra dies, create two 1/1 black Spy creature tokens.

2/2

152/540 MR
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Terrax

4



Character — Cosmic Herald

Whenever Terrax enters the battlefield or attacks, destroy target creature an opponent controls with power 4 or less.

Whenever Terrax deals combat damage to a planeswalker, put a loyalty counter on each planeswalker you control.

6/6

166/540 MR
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Venom 2



Character — Symbiote **MARVEL**

Symbiosis (Whenever a creature enters the battlefield, if this is a creature, you may attach this to that creature. It becomes an Aura enchantment with enchant creature. It becomes a creature again if it's not attached to a creature.)

Lifelink

Enchanted creature gets +2/+2 and has lifelink.

2/2

158/540 MR
MV • EN • MARVEL COMICS

Vulture 2



Character — Human Villain **MARVEL**

Flying

Vulture can't block.

As long as you control three or more creatures, Vulture gets +1/+1 and has lifelink.

"I'm stronger than any man my age."

2/1

147/540 MR
MV • EN • MARVEL COMICS

Marvel Zombies 2



Universe **MARVEL**

Add all Marvel Zombies cards to the command zone.

Starting with the player to your left and going clockwise, each player may shuffle a Universe creature card into their library. Then remove all Universe cards from the command zone.

193/540 MR
MVB • EN • MARVEL COMICS

Zombification 4



Sorcery — Event **MARVEL**

(Events go to the Command zone transformed when they resolve.)

Put target creature card from a graveyard onto the battlefield under your control. That creature is a black Zombie in addition to its other colors and types, and it has wither. (It deals damage to creatures in the form of -1/-1 counters.)

193/540 MR
MVB • EN • MARVEL COMICS

Vengeance Spirit 1



Instant **MARVEL**

Return target creature card, chosen at random, from your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step.

"You cannot destroy one already beyond death."
— Johnny Blaze

192/540 MR
MV • EN • MARVEL COMICS

Unending Horde 1



Enchantment **MARVEL**

At the beginning of your upkeep, you lose 1 life and create a 1/1 black Spy creature token.

Whenever a token creature you control dies, target player loses 1 life.

"This is the beginning of the Age of Hydra!"
— Baron Zemo

177/540 MR
MV • EN • MARVEL COMICS

Tyrant's Deal 2



Sorcery **MARVEL**

Draw two cards and lose 2 life.

Kill a hostage: Return Tyrant's Deal from your graveyard to your hand. (Pay a hostage counter.)

"My centuries of preparing are reaching their resolution"
— En Sabah Nur

211/540 MR
MV • EN • MARVEL COMICS

The One that Slumbers 1



Instant **MARVEL**

Reveal cards from the top of your library until you reveal a creature card, then put those cards into your graveyard.

"After a long sleep, deep within my stronghold, Apocalypse lives!"
— En Sabah Nur

191/540 MR
MV • EN • MARVEL COMICS

Selene's Siren



Enchantment — Aura



Enchant creature you don't control. When enchanted creature dies, return that creature to the battlefield under your control.

"The decision is yours. Serve as my Black Rook and she will find new life."
— Selene

176/540 MR
MV • EN • MARVEL COMICS



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Rejuvenation Chamber



Legendary Artifact



When Rejuvenation Chamber enters the battlefield, sacrifice a creature. If you do, return target creature card from your graveyard to the battlefield.

1 ♠: Shuffle Rejuvenation Chamber into its owner's library.

179/540 MR
MV • EN • MARVEL COMICS



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Reaper's Call



Enchantment



When Reaper's Call enters the battlefield, return target creature card in a graveyard to the battlefield under your control. That creature is a black Zombie in addition to its other colors and types.

When Reaper's Call leaves the battlefield, sacrifice all Zombie creatures you control.

175/540 MR
MV • EN • MARVEL COMICS



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Reanimate



Sorcery



Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its converted mana cost.

"The hand train their warriors to be silent, deadly and precise."
— Elektra

205/540 MR
MV • EN • MARVEL COMICS



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Programmed Priorities



Sorcery



As an additional cost to cast this spell, tap an untapped creature you control.

Target player reveals their hand. You choose a nonland card from it. That player discards that card.

210/540 MR
MV • EN • MARVEL COMICS



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Power Drain



Instant



Choose one —

- Put four -1/-1 counters on target creature.
- Remove up to four loyalty counters from target planeswalker.

"It's time for a reckoning"
— Simon Williams

190/540 MR
MV • EN • MARVEL COMICS



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Plea to Zarathos



Sorcery



Look at the top seven cards of your library. Put one of them into your hand. Then shuffle the rest into your library.

"You play with the wind, and use it to toss toys at me? I am not impressed!"
— Zarathos

209/540 MR
MV • EN • MARVEL COMICS



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Play with Reality



Instant



Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.

"Are we are cogs in their well-oiled apocalypse machine?"
— Molecule Man

189/540 MR
MV • EN • MARVEL COMICS



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Onslaught's Decree

2



Sorcery

Target creature gets -3/-3 until end of turn.

Draw a card.

"I offer only the merest taste of what's to come to whet your appetite for more."
— Onslaught

208/540 MR
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Onslaught

1



Legendary Planeswalker — Onslaught

+1 : Up to one target creature gets -2/-2 until your next turn.

-2 : Draw two cards and lose 2 life.

-6 : You get an emblem with "At the beginning of your upkeep, return target creature card from your graveyard to the battlefield."

3

168/540 MR
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Only the Strongest

3



Enchantment

At the beginning of each player's upkeep, choose the creature with the least power on the battlefield. It's controller sacrifices it. *(If two or more creatures are tied, choose only one of them)*

"Peace does nothing to increase strength."
— En Sabah Nur

174/540 MR
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Mind Shock

2



Sorcery

You may pay 1 ♦ rather than pay this spell's mana cost.
Target player discards two cards.

"Now I will strip you open and expose your secrets."
— The Shadow King

207/540 MR
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Media Persecution

1



Enchantment

As Media Persecution enters the battlefield, look at an opponent's hand, then choose any card name.
Whenever a player casts a spell with the chosen name, that player loses 5 life.

"Who needs proof??"
— John Jonah Jameson

173/540 MR
MV • EN • MARVEL COMICS

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Leverage

3



Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Gain control of target creature. You may kill a hostage. If you do, put a +1/+1 counter on that creature. *(Pay a hostage counter.)*

206/540 MR
MV • EN • MARVEL COMICS

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Hit 'em Where it Hurts

1



Instant

Target creature gets -3/-3 until end of turn and you gain 3 life.

"Haven't you heard? I'm a cold-blooded killer."
— Bullseye

188/540 MR
MV • EN • MARVEL COMICS

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Hell Seal

1



Enchantment

X, Sacrifice Hell Seal: Search your library for a card with converted mana cost X or less, then shuffle your library and put that card on top of it.

"This is the realm of the accursed!"
— Blackheart

172/540 MR
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Hateful Energy



Instant

MARVEL

As an additional cost to cast this spell, sacrifice a creature. Add an amount of equal to the sacrificed creature's converted mana cost.

"I have internalized the power of the Cosmic Cube!"
— The Red Skull

187/540 MR
MV • EN • MARVEL COMICS

Mutant X



Universe

MARVEL

Add all Mutant X cards to the command zone. Starting with the player to your left and going clockwise, each player may shuffle a Universe creature card into their library. Then remove all Universe cards from the command zone.

204/540 MR
MVB • EN • MARVEL COMICS

Goblyn Inferno



Sorcery — Event

MARVEL

(Events go to the Command zone transformed when they resolve.)
Each player sacrifices each creature they control. Then creates a 2/2 black Demon creature token for each creature sacrificed in this way.

204/540 MR
MVB • EN • MARVEL COMICS

From the Ashes



Sorcery

MARVEL

Return target creature card from your graveyard to the battlefield. Whenever a creature you control dies, you may exile it. If you do, return From the Ashes from your graveyard to your hand.

203/540 MR
MV • EN • MARVEL COMICS

Forced Servitude



Instant

MARVEL

Return target creature from your graveyard to the battlefield with two -1/-1 counters on it.

"The Celestials knew that the Death Seed could create life as well as take it."
— En Sabah Nur

186/540 MR
MV • EN • MARVEL COMICS

Fear Itself



Sorcery

MARVEL

All creatures get -4/-4 until end of turn. Creatures you control gain menace until end of turn.

"The only thing we have to fear is..."
— Franklin D. Roosevelt

202/540 MR
MV • EN • MARVEL COMICS

Eternal Embrace



Instant

MARVEL

As an additional cost to cast this spell, pay X life. Choose one —

- Target creature gets -2/-2 until end of turn.
- Target creature gets -X/-X until end of turn.

185/540 MR
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Ends Meet



Sorcery

MARVEL

As an additional cost to cast this spell, sacrifice a creature. Destroy target creature. You may kill a hostage. If you do, draw a card. *(Pay a hostage counter.)*

"The Man Without Fear! Bah!"
— Bullseye

201/540 MR
MV • EN • MARVEL COMICS

End the Experiment



Sorcery



As an additional cost to cast this spell, sacrifice a creature.
Draw cards equal to the sacrificed creature's power and gain life equal to it's toughness. If the sacrificed creature was a Clone, return End the Experiment to its owner's hand as it resolves.

199/540 MR
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Dream Invasion



Sorcery



You may pay ♦ rather than pay this spell's mana cost.
Target player discards a card at random.

"Mortal fools! I am the Master of the subconscious."
— Nightmare

200/540 MR
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Diabolical Platform



Legendary Artifact



♣, Pay 1 life: Draw a card.
Pay half your life rounded up: Untap Diabolical Platform.

"To escape it, or simply to use it, Richards must think like me. To think like me, ultimately to become me."
— Victor von Doom

178/540 MR
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Demonic Tutor



Sorcery



Search your library for a card and put that card into your hand. Then shuffle your library.

"Welcome, Thor, of the fallen halls of Asgard... I give you Hell."
— Mephisto

197/540 MR
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Death Spores



Instant



For each generic mana in this spell's total cost, you may remove a loyalty counter from a planeswalker you control rather than pay that mana.
Destroy target creature.

184/540 MR
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Death Seed



Sorcery



Destroy target creature. Choose a creature card in your graveyard with lesser converted mana cost and return it to the battlefield.

"The Scarlet Witch once said 'no more mutants' I say 'no more humans'"
— Emin Worthington

198/540 MR
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Deal with the Devil



Instant



As an additional cost to cast this spell, discard a card.
Search your library for a card, then shuffle your library and put that card on top of it.

"I made a deal with the Devil a long time ago. I lived to regret it."
— Johnny Blaze

183/540 MR
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Dead no More



Sorcery



Starting with you, each player may put a creature card from their graveyard onto the battlefield. Repeat this process until no one puts a card onto the battlefield.

"No! It can't be! Gwen is dead! That can't be her!"
— Peter Parker

196/540 MR
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Dark Knowledge

4



Enchantment

MARVEL

Skip your draw step.
Pay 2 life: Draw a card.

"Knowledge is power. In all the universe there is no greater truth. And I do not intend to share it!"
— Victor von Doom

171/540 MR
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Cut Off One Head...

1



Instant

MARVEL

Target player sacrifices a creature. If a Spy creature is sacrificed this way, that player creates two 1/1 black Spy creature tokens.

"... and two shall take it's place."

182/540 MR
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Court Death

X



Sorcery

MARVEL

Target creature gets -X/-X until end of turn and you gain X life.

"I shall bring you peace! As I have brought so many others before you. Thus has it ever been. Thus must it ever be!"
— Death

195/540 MR
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Call to Mayhem

1



Instant

MARVEL

You may kill a hostage rather than pay this spell's mana cost. (Pay a hostage counter.)

Search your library for a Villain creature card, reveal that card, then shuffle your library and put that card on top of it.

181/540 MR
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Brink of Extinction

2



Sorcery

MARVEL

Destroy target Human creature.
If you control a Mutant creature, draw a card.

"Right now, the world doesn't need heroes. It needs villains"
— Magneto

194/540 MR
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Bring it Down

1



Instant

MARVEL

Destroy target legendary creature.

"Your death will bring this world's heroes to their knees. Your death will bring the writings to life."
— Queen Veranke

180/540 MR
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Bat Out of Hell

2



Enchantment

MARVEL

1 : Return target creature card, chosen at random, from your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. Activate this ability only once each turn.

169/540 MR
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Annihilation Wave

1



Enchantment

MARVEL

1, Sacrifice a creature: Draw a card.
3, Kill a hostage: Draw a card. (Pay a hostage counter.)

"Give me your power. I wish to feast upon it."
— Annihilus

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