

Adam Warlock

4



Character — Cosmic Mystic

MARVEL

Flying

3: Exile the top card of your library: Return target permanent card you own with converted mana cost 3 or less from your graveyard or exile to the battlefield.

"I Fear you not, Stranger!"

5/6

035/540 MR
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Agent Coulson

1



Character — Human Agent

MARVEL

Vigilance

When Agent Coulson dies, you may pay . If you do, create X plus one 1/1 white Agent creature tokens.

"Laser grids. Why's there always laser grids?"

3/2

015/540 MR
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Angel

1



Character — Mutant X-Man

MARVEL

Flying

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

"It will end, Apocalypse. It will end with your death!"

2/1

006/540 MR
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Anti-Venom

1



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.) Enchanted creature can't attack or block.

2/2

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Armor

1



Character — Mutant X-Man

MARVEL

1: Put two +1/+1 counters on Armor. This ability costs 1 more to activate for each +1/+1 counter on Armor. Activate this ability only once each turn.

"Logan, it's okay that I just threw up on the back of your mask, right?"

1/1

001/540 MR
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Black Panther

1



Character — Human Avenger

MARVEL

Double strike

Assemble — Whenever Black Panther or another Avenger enters the battlefield under your control, creatures you control get +1/+1 until end of turn.

2/2

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Blink

1



Character — Mutant Vigilante

MARVEL

Flash

When Blink enters the battlefield, exile another target creature, then return that card to the battlefield under its owner's control.

"Beware the Timebreaker. He is not what he seems."

2/3

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Captain America

3



Character — Human Avenger

MARVEL

Draft Captain America face up, then draft Vibranium Shield from the bonus pack.

Vigilance

Assemble — Whenever Captain America or another Avenger enters the battlefield under your control, put a +1/+1 counter on each creature you control.

3/3

032/540 MR
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Captain Britain

4



Character — Cosmic Mystic

MARVEL

Flying, vigilance
Captain Britain can block any number of creatures.
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.

5/7

038/540 MR
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Clea

1



Character — Demon Mystic

MARVEL

First strike
Activated abilities cost 2 more to activate unless they're mana abilities.
"The shadows always surround us. Can we not leave this house... this life... and make our own bright world?"

2/1

008/540 MR
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Dagger

1



Character — Mutant Vigilante

MARVEL

Draft Dagger face up, then draft Cloak from the bonus pack.
When Dagger enters the battlefield, if you didn't cast her, tap target creature an opponent controls.
"Oh, Tyrone. You have to forgive or you'll destroy yourself!"

2/1

002/540 MR
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Dane Whitman

1



Character — Human Avenger

MARVEL

Double strike, hexproof from black
Assemble — Whenever Dane Whitman or another Avenger enters the battlefield under your control, target creature you control gains double strike until end of turn.

2/2

018/540 MR
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Dum Dum Dugan

2



Character — Human Agent

MARVEL

Whenever you cast a noncreature spell, create a Howling Commando, a 2/2 green Beast creature token.

"We're the Howling Commandos, Hill. One hostile extranormality is a walk in the park."

2/2

019/540 MR
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Forge

1



Character — Mutant Mystic X-Man

MARVEL

When Forge enters the battlefield, search your library for an artifact card and exile it. Then shuffle your library.
3, ♣: Put target exiled artifact card onto the battlefield under your control.

2/1

009/540 MR
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Invisible Woman

2



Character — Cosmic Scientist

MARVEL

Flying
Fantastic — Spells that target you or a permanent you control cost 1 more to cast for each Cosmic permanent you control.

"The cosmic rays, Reed, what did they do to us?!"

2/2

020/540 MR
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Jocasta

2



Artifact Character — Avenger

MARVEL

Assemble — Whenever Jocasta or another Avenger enters the battlefield under your control, tinker. (Create a Module, a colorless artifact Equipment token with "Equipped creature gets +1/+1" and "Equip 1")

3/3

021/540 MR
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Jubilee 1



Character — Mutant Rogue X-Man **MARVEL**

●: Tap target creature.

"There's something different in all of us, and nothing, not a spell, big gloves, nothing, can change that or take it away. We're all still mutants."

1/1

003/540 MR
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Lady Sif 1



Character — Asgardian Warrior **MARVEL**


Whenever Lady Sif becomes the target of a spell or ability for the first time each turn, she gets +1/+1 and gains lifelink until end of turn.

"Was ever a maiden faced with a problem such as this?"

2/2

013/540 MR
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Lifeguard 3



Character — Mutant X-Man **MARVEL**

Flash
When Lifeguard enters the battlefield, target creature gains indestructible until end of turn.

At the beginning of each combat, Lifeguard gains your choice of flying, vigilance or indestructible until end of turn.

3/4

027/540 MR
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Machine Man



Artifact Character — Agent **MARVEL**

When Machine Man dies, you gain 2 life.

"Go on a suicide mission into an undead super hero-infested dimension where there's probably no beer? I'm flattered you thought of me, but thanks, I'll pass."

2/1

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Magik 1



Character — Mutant Demon Mystic **MARVEL**

Flash
When Magik enters the battlefield, exile target creature an opponent controls until Magik leaves the battlefield.

"See ya villains! Don't do anything in Limbo I wouldn't do!"

2/2

022/540 MR
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Maria Hill 2



Character — Human Agent **MARVEL**

Whenever Maria Hill attacks, create a 1/1 white Agent creature token that is tapped and attacking. Then, put a +1/+1 counter on each other attacking Agent creature.

"1982 called, Magnum. It wants to know where you parked the Ferrari."

3/3

029/540 MR
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Meggan 4



Character — Mutant Mystic X-Man **MARVEL**

Flying
When Meggan enters the battlefield, exile cards from the top of your library until you exile a creature card.

You may cast creature cards you own in exile.

5/5

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Nick Fury 2



Character — Human Agent **MARVEL**

First strike
If Nick Fury would leave the battlefield, create a 1/1 white Agent creature token and shuffle him into his owner's library instead.

"All right, soldier. Back to the trenches."

3/3

028/540 MR
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Omega Sentinel

1



Artifact Character — Soldier

MARVEL

As long as Omega Sentinel is equipped she has lifelink.
Whenever Omega Sentinel deals combat damage to a player, tinker.
(Create a Module, a colorless artifact Equipment token with "Equipped creature gets +1/+1" and "Equip 1")

2/1

010/540 MR
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Ozymandias

1



Artifact Character — Golem

MARVEL

If a player would draw a card except for the first one they draw in each of their draw steps, that player exiles the top card of their library instead.

"My name is Ozymandias. For centuries, I served Apocalypse."

3/1

011/540 MR
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Pixie

1



Character — Mutant Mystic X-Man

MARVEL

Flying

When Pixie enters the battlefield, exile another target permanent until Pixie leaves the battlefield.

When Pixie leaves the battlefield, coordinate. (Choose another creature you control that shares a type with this and put a +1/+1 counter on it.)

1/1

023/540 MR
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Proteus

6



Character — Cosmic Psion Mystic

MARVEL

Flying, hexproof from sorceries

All cards that aren't on the battlefield, spells, and permanents are colorless.

Whenever a player casts a spell, exile target permanent.

"I need a new host body. I've almost burned this one out."

7/7

040/540 MR
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Shaman

2



Character — Human Mystic

MARVEL

Flying

When Shaman enters the battlefield, exile target artifact or enchantment an opponent controls until Shaman leaves the battlefield.

"There is a richness to life that you have not begun to even suspect."

1/3

012/540 MR
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Silk

1



Character — Human Vigilante

MARVEL

Whenever Silk becomes the target of a spell or ability an opponent controls for the first time in a turn, counter that spell or ability.

"Hi. My name is Silk. You're all, uh... under arrest."

2/1

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Silver Surfer

4



Character — Cosmic Herald

MARVEL

Flying

Whenever Silver Surfer attacks, return target creature card with power 2 or less from your graveyard to the battlefield.

"The Silver Surfer will fight with his friends!"

4/3

033/540 MR
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Spider-Man

2



Character — Human Avenger

MARVEL

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

Whenever Spider-Man 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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Talisman 3



Character — Human Mystic

When Talisman enters the battlefield, you may search your library for an enchantment card, reveal it, and put it into your hand. If you do, shuffle your library.

"There's a war coming. We're going to need all the help we can get!"

3/3

031/540 MR
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Thane 4



Character — Cosmic Psion

You may pay 5 ♦ rather than pay this spell's mana cost.
Flying, vigilance.
♦: Thane gets +1/+1 until end of turn.

"Please help me understand this power I have"

4/4

037/540 MR
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Thor 5



Character — Asgardian Avenger

Flying
As long as Thor is attacking, defending player can't cast spells.
Assemble — Whenever Thor or another Avenger enters the battlefield under your control, you may destroy target artifact or enchantment.

6/6

039/540 MR
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Tony Stark 3



Character — Human Avenger

When Tony Stark enters the battlefield, search your library for an Equipment card and put it onto the battlefield attached to Tony Stark. Then, shuffle your library.
As long as Tony Stark is equipped he gets +2/+2.

2/2

034/540 MR
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U.S. Agent 2



Character — Human Soldier

You may cast this spell as though it had flash if you exile a creature you control instead of paying its mana cost.
First strike

"What I did is not what Captain America would have done. I'm not the government's executioner."

3/1

024/540 MR
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Warpath 1



Character — Mutant X-Man

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

"I swear this blood oath to you. The Purifiers will die."

3/4

025/540 MR
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White Tiger 1



Character — Human Vigilante

Vigilance
When White Tiger enters the battlefield, create a 2/2 white Cat Spirit creature token with first strike.

"I'm the beast that hunts in the darkness now."

2/2

026/540 MR
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Wiccan 1



Character — Mutant Mystic Avenger

Flying
When Wiccan enters the battlefield, you may exile target enchantment.

"We are the New Avengers and the whole world just saw the New Avengers run away!"

1/2

014/540 MR
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Ancient Bindings

2



Enchantment

MARVEL

You may cast this spell from exile. When Ancient Bindings enters the battlefield, exile target creature or planeswalker an opponent controls until Ancient Bindings leaves the battlefield.

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Astral Shunt

1



Sorcery

MARVEL

Exile target permanent.

"Right now, right at this moment in time, in history, there's no past, there's no future, there's just this. And it's magic."
— Wiccan

061/540 MR
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Banish to Limbo

2



Instant

MARVEL

Put target permanent into its owner's library just beneath the top three cards of that library.

"My soul was torn from me to purchase your freedom"
— Illyana Rasputin

055/540 MR
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Bargain for Power

1



Instant

MARVEL

As an additional cost to cast Bargain for Power, exile a card from your hand.

Search your library for an artifact or enchantment card, reveal it, and put it into your hand. Then shuffle your library.

054/540 MR
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Chains of Asgard

2



Enchantment — Aura

MARVEL

Enchant creature
Enchanted creature can't attack or block.
When Chains of Asgard is put into a graveyard from the battlefield, return Chains of Asgard to its owner's hand.

046/540 MR
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Conjurer's Cone

1



Instant

MARVEL

Exile target spell that targets you or a permanent you control. Its controller gains life equal to its converted mana cost.

"I am power!"
— Illyana Rasputin

057/540 MR
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Cosmic Bombardment

1



Instant

MARVEL

You can't cast this spell unless you control four or more lands.
Exile target creature.

"Cosmic rays? This man was exposed? What is his status?"
— Reed Richards

056/540 MR
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Cult Uprising

1



Enchantment

MARVEL

At the beginning of your upkeep, if an opponent controls more creatures than you, create three 1/1 white Human Cultist creature tokens.

"Look around you, Pryde. Your kind is coming to an end."
— William Stryker

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Day of Judgement

2



Sorcery

MARVEL

Destroy all creatures.

"The Cabal are rabid dogs. When they arrive on an earth... Nothing survives."
— Namor, the Sub-Mariner

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Eternal Struggle

1



Sorcery

MARVEL

Each player puts a creature card they own in exile onto the battlefield.

"This game shall soon reach its inevitable conclusion, and the final triumph shall belong to Doctor Doom!"
— Victor von Doom

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Journey to Limbo

2



Enchantment

MARVEL

When Journey to Limbo enters the battlefield, exile all creatures until Journey to Limbo leaves the battlefield.

"My suffering began in Limbo, and it's the only place it's going to end."
— Pixie

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Living Tribunal

3



Legendary Planeswalker — Tribunal

MARVEL

- +2** : Choose a number. Until your next turn, noncreature spells with converted mana cost equal to the chosen number can't be cast.
- 2** : Exile target creature until Living Tribunal leaves the battlefield.
- 10** : Exile all permanents, then return up to three exiled permanents to the battlefield under your control.

4

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Lost in the Multiverse

1



Instant

MARVEL

Search your library for a card and exile it. Then shuffle your library.

"When mortals meet me, they call me The Grandmaster! When we part, they call me Sorrow!"
— The Grandmaster

058/540 MR
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M-Day

3



Sorcery — Event

MARVEL

(Events go to the Command zone transformed when they resolve.)
Return target permanent card from exile to the battlefield under your control.

"No more mutants!"
— Scarlet Witch.

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House of M



Universe

MARVEL

Add all House of M 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.

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Odin, Called to Battle

4



Legendary Planeswalker — Odin

MARVEL

- +1** : Create a 2/2 white Asgardian Warrior creature token with vigilance.
- +1** : Put a +1/+1 counter on target creature.
- 8** : Create Odin Battleborn, a legendary 8/8 white Asgardian Warrior creature token with indestructible.

5

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Odin, the All-Father 2



Legendary Planeswalker — Odin MARVEL

+1 : Up to one target creature gets +1/+1 and gains vigilance until end of turn.

-X : Return target creature card with converted mana cost X from your graveyard to the battlefield.

-7 : Create Odin Battleborn, a legendary 8/8 white Asgardian Warrior creature token with indestructible.

4

043/540 MR
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Odinforce 2



Instant MARVEL

Exile target artifact or enchantment. If was spent to cast Odinforce, draw a card.

"Odin commands. His son obeys!"
— Thor Odinson

059/540 MR
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Organised Ranks 1



Enchantment MARVEL

Token creatures you control get +1/+1.

"He who hesitates is toast. I don't care what kind of moral see-saw you're riding. The mission is all that counts."
— Sharon Carter

049/540 MR
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Project Contingency 3



Sorcery MARVEL

For each token creature you control, create a token that's a copy of that creature. Then, put a +1/+1 counter on each creature that entered the battlefield this turn.

"Fire at will boys!"
— Rapture

065/540 MR
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Purifier Army 2




Sorcery MARVEL

Create three white 1/1 Human Cultist creature tokens. Then gain 1 life for each creature you control.

"This is the future of humanity. This is the end of mutantkind."
— Bastion

066/540 MR
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Rune of Disabling 3



Enchantment — Aura MARVEL

Enchant non-Land permanent
When Rune of Disabling enters the battlefield, if was spent to cast it, draw a card.

Enchanted permanent's activated abilities can't be activated. If enchanted permanent is a creature, it can't attack or block.

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Shield of the Seraphim 2



Enchantment MARVEL

2, Exile the top card of your library: Prevent all damage that would be dealt to target creature this turn by a source of your choice. This ability costs 2 less to activate if you tap a Mystic creature you control in addition to paying its cost.

051/540 MR
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Shield of Will 2



Enchantment MARVEL

Creatures can't attack you or a planeswalker you control unless their controller pays 2 for each of those creatures.

If a creature would deal damage to you or a planeswalker you control, it deals that much damage minus 1 to you or that planeswalker instead.

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Soulsword 1



Legendary Artifact — Equipment MARVEL

Creatures you control get +1/+1.
Equipped creature gets +1/+1 and has lifelink and hexproof from Demons.
Equip 1

"I Bring you the Soulsword. Taste it and ease to be."
— Illyana Rasputin

053/540 MR
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The Last Beyonder 2



Legendary Planeswalker — Beyonder MARVEL

+1 : Until your next turn, target creature loses all abilities and becomes a white Cosmic Celestial with base power and toughness 5/5.

-2 : Exile target legendary creature you control and target legendary creature you don't control.

-6 : You get an emblem with "Creatures you control are Cosmic Celestials with base power and toughness 5/5."

3

044/540 MR
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Traverse Time 3



Sorcery — Event MARVEL

(Events go to the Command zone transformed when they resolve.)
Shuffle all legendary creatures into their owner's libraries.

"I come from beyond to your small planet!"
— The Beyonder

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Secret Wars 4



Universe MARVEL

Add all Secret Wars 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.

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Undercover Agents 3



Sorcery MARVEL

Create two 1/1 white Agent creature tokens with a +1/+1 counter on each of them.

"This whole family has been falling short of its rep, lately..."
— Steve Rogers

068/540 MR
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Unharnessed Power 1



Instant MARVEL

Exile target creature.

"We are inside the moment between moments. We may not even be able to affect what happens when the quantum possibilities collapse into one reality. Our reality. Our future."
— Stephen Strange

060/540 MR
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Will of the Beyonders 1



Sorcery MARVEL

Exile target legendary creature you control and target legendary creature you don't control.

"I found... The Beyonders!"
— Reed Richards

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