

Bishop 1



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

At the beginning of your upkeep, put a charge counter on him.

⌘, ⬤: Remove X charge counters from Bishop: Choose one —

- Destroy target artifact with converted mana cost X.
- Bishop deals X damage to target creature or planeswalker.

221/540 MR
MV • EN • MARVEL COMICS
™ & © 2018 Wizards of the Coast

2/2

Cannonball 4



Character — Mutant X-Man **MARVEL**

⌘, ⬤: Cannonball gets +X/+0 and gains flying, trample and indestructible until end of turn.

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

238/540 MR
MV • EN • MARVEL COMICS
™ & © 2018 Wizards of the Coast

2/3

Captain Marvel 3



Character — Cosmic Avenger **MARVEL**

Flying, haste

Assemble — Whenever Captain Marvel or another Avenger enters the battlefield under your control, creatures you control gain haste and get +1/+1 until end of turn.

237/540 MR
MV • EN • MARVEL COMICS
™ & © 2018 Wizards of the Coast

4/4

Carnage 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.)

Carnage attacks each turn if able.

Enchanted creature gets +2/+2 and attacks each turn if able.

220/540 MR
MV • EN • MARVEL COMICS
™ & © 2018 Wizards of the Coast

2/2

Crossbones 3



Character — Human Soldier Villain **MARVEL**

When Crossbones enters the battlefield, he deals 3 damage to any target.

"I consider myself an artist, a true craftsman who specializes in murder, destruction, and terror!"

234/540 MR
MV • EN • MARVEL COMICS
™ & © 2018 Wizards of the Coast

3/3

Cyclops 1



Character — Mutant X-Man **MARVEL**

Haste

⬤, ⬤: Cyclops deals damage equal to his power to target creature.

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

226/540 MR
MV • EN • MARVEL COMICS
™ & © 2018 Wizards of the Coast

1/1

Daken 2



Character — Mutant Assassin **MARVEL**

Double strike, haste

Whenever Daken attacks, defending player may discard a card. If that player does, they draw a card.

"I never knew my father. And now I'm supposed to be him. I never asked for that."

212/540 MR
MV • EN • MARVEL COMICS
™ & © 2018 Wizards of the Coast

1/1

Deadpool 1



Character — Human Assassin **MARVEL**

Haste

At the beginning of each player's upkeep, that player may pay 2. If they do, that player gains control of Deadpool and untaps him.

2: Deadpool gains indestructible until end of turn.

222/540 MR
MV • EN • MARVEL COMICS
™ & © 2018 Wizards of the Coast

3/2

Donald Pierce 



Artifact Character — Villain 

, Sacrifice another artifact: Return target artifact card from your graveyard to the battlefield.

"They say we are being replaced on the evolutionary ladder by Homo Superior. Mutants. I say they are wrong."

213/540 MR
MV • EN  MARVEL COMICS  TM & © 2018 Wizards of the Coast

1/1

Drax 



Character — Cosmic Soldier 

When Drax enters the battlefield, he deals 3 damage to each creature, player and planeswalker. Then, each player sacrifices a land.

"I suppose I could stab it. Would stabbing it help?"

243/540 MR
MV • EN  MARVEL COMICS  TM & © 2018 Wizards of the Coast

6/6

Electro 



Character — Human Villain 

When Electro enters the battlefield, destroy target artifact an opponent control. If you do, he captures a hostage. *(Gain a hostage counter.)*

: Electro gets +1/+0 until end of turn.

Kill a hostage: Electro gets +2/+0 until end of turn. *(Pay a hostage counter.)*

227/540 MR
MV • EN  MARVEL COMICS  TM & © 2018 Wizards of the Coast

2/2

Elektra 



Character — Human Assassin 

Whenever Elektra attacks alone, she gains first strike until end of turn.

"I've heard about you. You're the child he's training. You should be more careful. He gets his friends killed. I know that better than most."

214/540 MR
MV • EN  MARVEL COMICS  TM & © 2018 Wizards of the Coast

2/1

Firestar 



Character — Mutant Avenger 

Flying, haste

: Firestar gets +1/+0 until end of turn.

Assemble — Whenever Firestar or another Avenger enters the battlefield under your control, creatures you control get +1/+0 until end of turn.

"Even I can't melt adamantium"

228/540 MR
MV • EN  MARVEL COMICS  TM & © 2018 Wizards of the Coast

1/2

Gambit 



Character — Mutant Rogue 

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

Whenever Gambit attacks and is not blocked, you may have him deal damage equal to his power to target creature. If you do, Gambit assigns no combat damage this turn.

223/540 MR
MV • EN  MARVEL COMICS  TM & © 2018 Wizards of the Coast

2/1

Ghost Rider 



Character — Demon Spirit 

Menace

When Ghost Rider dies, put him on top of his owner's library.

"Hope. It's the Devil's favorite poison. He dangles it in front of me, only to snatch it away at the last moment."

215/540 MR
MV • EN  MARVEL COMICS  TM & © 2018 Wizards of the Coast

2/2

Hobgoblin 



Character — Human Villain 

Flying, haste

Whenever Hobgoblin attacks, he captures a hostage. *(Gain a hostage counter.)*

Whenever another creature you control attacks, you may kill a hostage. If you do, Hobgoblin deals 2 damage to defending player. *(Pay a hostage counter.)*

235/540 MR
MV • EN  MARVEL COMICS  TM & © 2018 Wizards of the Coast

3/2

Human Torch 4



Character — Cosmic Soldier

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

3/4

239/540 MR
 MV • EN • MARVEL COMICS

Iron Fist 1



Character — Human Monk

Draft Iron Fist face up, then draft Luke Cage from the bonus pack.
 First strike, prowess
 ☛: At the beginning of your next upkeep, Iron Fist gets +X/+0 until end of turn, where X is his power.

1/2

217/540 MR
 MV • EN • MARVEL COMICS

James Rhodes 2



Character — Human Soldier

When James Rhodes enters the battlefield you may pay 2. If you do, tinker. (Create a Module, a colorless artifact Equipment token with “Equipped creature gets +1/+1” and “Equip 1”)
 As long as James Rhodes is equipped, he gets +1/+1 and has first strike.

1/1

216/540 MR
 MV • EN • MARVEL COMICS

Magma 2



Character — Mutant X-Man

1, ☛, Discard a land card: Magma deals 2 damage to target creature or player.
“I will not be lied to! And I am not a slave, to be paraded around and to perform on command!”

1/1

218/540 MR
 MV • EN • MARVEL COMICS

Northstar 1



Character — Mutant X-Man

Draft Northstar face up, then draft Aurora from the bonus pack.
 Haste
 As long as you control a creature named Aurora, Northstar has flying and has “☛: Northstar deals 1 damage to any target.”

2/2

224/540 MR
 MV • EN • MARVEL COMICS

Purple Man 4



Character — Human Villain

When Purple Man enters the battlefield, he captures three hostages. (Gain three hostage counters.)
 2 ☛, Kill a hostage: Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Activate this ability only any time you could cast a sorcery. (Pay a hostage counter.)

1/1

240/540 MR
 MV • EN • MARVEL COMICS

Pyro 1



Character — Mutant Villain

Prevent all damage that would be dealt to Pyro by red sources.
 At the beginning of each player's upkeep, Pyro deals 2 damage to that player.
 If a player would gain life, that player gains no life instead.

2/2

229/540 MR
 MV • EN • MARVEL COMICS

Quicksilver 2



Character — Mutant Avenger

Double strike
Speedster (This creature has haste and can't be blocked except by creatures with haste.)
 At the beginning of your end step, you may return Quicksilver to his owner's hand.

1/1

225/540 MR
 MV • EN • MARVEL COMICS

Red Hulk 3 2 2



Character — Gamma Soldier **MARVEL**

Trample
When Red Hulk enters the battlefield, he deals 4 damage to target creature an opponent controls.
Whenever a creature dealt damage by Red Hulk this turn dies, put a +1/+1 counter on each Gamma creature you control.

241/540 MR
MV • EN • MARVEL COMICS™ & © 2018 Wizards of the Coast

4/4

Red She-Hulk 3 2



Character — Gamma Soldier **MARVEL**

When Red She-Hulk enters the battlefield, destroy target artifact or nonbasic land an opponent controls. If you do, put a +1/+1 counter on each Gamma creature you control.

"Shut up. And let's see some of this smashing you keep talking about!"

236/540 MR
MV • EN • MARVEL COMICS™ & © 2018 Wizards of the Coast

3/3

Sabretooth 2 2



Character — Mutant Villain **MARVEL**

Whenever Sabretooth attacks, he gets +1/+1 until end of turn.

1 : Sabretooth gains indestructible until end of turn. Activate this ability only if Sabretooth attacked this turn.

"I've been ready to die since before you was born!"

230/540 MR
MV • EN • MARVEL COMICS™ & © 2018 Wizards of the Coast

3/2

Scarlet Witch 2 2



Character — Mutant Mystic Avenger **MARVEL**

Flash
Prowess
Assemble — Whenever Scarlet Witch or another Avenger enters the battlefield under your control, exile the top card of your library. Until end of turn, you may play that card.

231/540 MR
MV • EN • MARVEL COMICS™ & © 2018 Wizards of the Coast

2/2

Silver Samurai 1 2 2



Character — Mutant Samurai **MARVEL**

First strike
Bushido 1 (Whenever this creature blocks or becomes blocked, it gets +1/+1 until end of turn.)
Whenever a creature dealt damage by Silver Samurai this turn dies, put a +1/+1 counter on Silver Samurai.

232/540 MR
MV • EN • MARVEL COMICS™ & © 2018 Wizards of the Coast

2/1

Spider-Man 2099 2 2



Character — Human Vigilante **MARVEL**

First strike
Whenever Spider-Man 2099 attacks, creatures defending player controls lose first strike and double strike until end of turn and can't gain first strike or double strike this turn.

233/540 MR
MV • EN • MARVEL COMICS™ & © 2018 Wizards of the Coast

2/2

Storm 3 2 2



Character — Mutant X-Man **MARVEL**

Flying
Whenever Storm enters the battlefield or attacks, she deals damage equal to her power to any target.

"The elements marshal their infinite might at my beckoning!"

242/540 MR
MV • EN • MARVEL COMICS™ & © 2018 Wizards of the Coast

3/2

Toad 2



Character — Mutant Villain **MARVEL**

Reach
When Toad dies, he deals 2 damage to his controller.

"Yes master! Whatever you say Magneto!"

219/540 MR
MV • EN • MARVEL COMICS™ & © 2018 Wizards of the Coast

2/1

Ambush From Within

3



Enchantment

MARVEL

1: Manifest a card from your hand. That creature gains haste. (To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up at any time for its mana cost if it's a creature card.)

249/540 MR
MV • EN • MARVEL COMICS

Armored Assault

1



Instant

MARVEL

Armored Assault deals 2 damage to target creature. Tinker, then attach that Module to another target creature. (Create a Module, a colorless artifact Equipment token with "Equipped creature gets +1/+1" and "Equip 1")

251/540 MR
MV • EN • MARVEL COMICS

Berserker Rage

2



Instant

MARVEL

Cast this spell only during your turn and only during combat. Target creature gains double strike until end of turn. Untap that creature. After this phase, there is an additional combat phase. Only that creature may attack during this additional phase.

253/540 MR
MV • EN • MARVEL COMICS

Brutal Assault

1



Sorcery — Event

MARVEL

(Events go to the Command zone transformed when they resolve.) Brutal Assault deals 3 damage to each creature and each player.

"No one is stronger than the Hulk!"
— The Incredible Hulk

250/540 MR
MV • EN • MARVEL COMICS

Planet Hulk



Universe

MARVEL

Add all Planet Hulk 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.

250/540 MR
MV • EN • MARVEL COMICS

Burning Rage

1



Instant

MARVEL

As an additional cost to cast this spell, you may remove a counter from a creature you control. Burning Rage deals 3 damage to any target. If you removed a counter to cast this spell, it deals 4 damage to that target instead.

252/540 MR
MV • EN • MARVEL COMICS

Burst of Power

2



Sorcery

MARVEL

As an additional cost to cast this spell, discard a card. Exile the top three cards of your library. Until end of turn, you may play those cards.

"Take your hands off Hulk magican!"
— The Incredible Hulk

264/540 MR
MV • EN • MARVEL COMICS

Dark Reign

4



Sorcery

MARVEL

Exile all nontoken legendary creatures. Starting with you, each player may choose one of the exiled cards and put it onto the battlefield under their control. Dark Reign deals damage to that player equal to that creature's converted mana cost. Repeat this process until all cards exiled this way have been chosen or no one chooses a creature.

265/540 MR
MV • EN • MARVEL COMICS

Deceptive Flames

1



Instant

MARVEL

Deceptive Flames deals 2 damage to target creature. If a creature dealt damage by Deceptive Flames dies this turn, manifest the top card of your library. (To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up at any time for its mana cost if it's a creature card.)

253/540 MR
MV • EN • MARVEL COMICS

Demonic Hellfire

2



Sorcery

MARVEL

Demonic Hellfire deals 3 damage to any target. If you don't control a Demon creature, Demonic Hellfire deals 2 damage to you.

"March to death! March to destruction! March to Ragnarok!!!!"
— Surtur

266/540 MR
MV • EN • MARVEL COMICS

Demonic Horde

3



Sorcery

MARVEL

Create two 2/2 black Demon creature tokens.
Exile five other cards in your graveyard: Return Demonic Horde from your graveyard to your hand.

"Come, my murderous minions!"
— Dormammu

267/540 MR
MV • EN • MARVEL COMICS

Display of Strength

1



Instant

MARVEL

Destroy target artifact.
1 ♣, Discard a land card: Return Display of Strength from your graveyard to your hand. Activate this ability only any time you could cast a sorcery.

"Okay. Time to show ah can do as well as teach."
— Rogue

255/540 MR
MV • EN • MARVEL COMICS

Dormammu, Ignited

2



Legendary Planeswalker — Dormammu MARVEL

Whenever you cast a noncreature spell, put a loyalty counter on Dormammu, Ignited.

-1 : Exile the top card of your library. You may play it this turn.

-7 : Dormammu, Ignited deals 6 damage to each opponent and each creature that player controls.

3

245/540 MR
MV • EN • MARVEL COMICS

Dormammu

3



Legendary Planeswalker — Dormammu MARVEL

Whenever a creature dies, put a loyalty counter on Dormammu.

-1 : Dormammu deals 2 damage to target creature.

-8 : Dormammu deals 10 damage to target player or planeswalker.

3

244/540 MR
MV • EN • MARVEL COMICS

Fall of S.H.I.E.L.D.

1



Sorcery

MARVEL

Create three 1/1 black Spy creature tokens. If you control a legendary Spy creature, those creatures gain haste until end of turn.

"Hydra has always been but a decoy, buying time for the birth of the Fourth Reich!"
— The Red Skull

269/540 MR
MV • EN • MARVEL COMICS

Flame On!

1



Sorcery

MARVEL

If you control a Cosmic creature, this spell can't be countered by spells or abilities.
Flame On! deals 4 damage to any target.

"Flame on!"
— The Human Torch

270/540 MR
MV • EN • MARVEL COMICS

Flames of the Faltine



Instant

MARVEL

Flames of the Faltine deals 2 damage to any target.
3 , Tap an untapped Mystic creature you control: Return Flames of the Faltine from your graveyard to your hand.

256/540 MR
 MV • EN • MARVEL COMICS



™ & © 2018 Wizards of the Coast

General Ignorance



Instant

MARVEL

Choose one or both —
 • Destroy target artifact.
 • Put a +1/+1 counter on each Gamma creature you control.

"The world's had enough of the after-effects of Gamma radiation!"
 — Thaddeus Ross

257/540 MR
 MV • EN • MARVEL COMICS



™ & © 2018 Wizards of the Coast

Harsh Betrayal



Sorcery

MARVEL

Harsh Betrayal deals 3 damage to any target. Then that player or that target's controller may sacrifice a creature. If the player does, they may copy this spell and may choose a new target for that copy.

268/540 MR
 MV • EN • MARVEL COMICS



™ & © 2018 Wizards of the Coast

Home Invasion



Sorcery — Event

MARVEL

(Events go to the Command zone transformed when they resolve.)
 For each creature, flip a coin. If you win the flip, gain control of that creature. Otherwise, choose an opponent. That player gains control of that creature. Creatures gain haste until end of turn.

275/540 MR
 MV • EN • MARVEL COMICS



™ & © 2018 Wizards of the Coast

Secret Invasion



Universe

MARVEL

Add all Secret Invasion 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.

275/540 MR
 MV • EN • MARVEL COMICS



™ & © 2018 Wizards of the Coast

I Say Thee Nay!



Instant

MARVEL

Cast this spell only if a creature you control dealt combat damage to an opponent this turn.
 I Say Thee Nay! deals 5 damage to target creature or planeswalker.

"Now you face the mightiest Avenger of all!"
 — Thor Odinson

260/540 MR
 MV • EN • MARVEL COMICS



™ & © 2018 Wizards of the Coast

Ionic Blast



Instant

MARVEL

This spell costs **1** less to cast if a creature you control dealt combat damage to a player this turn.
 Ionic Blast deals 4 damage to any target.

"Accept your master!"
 — Luchino Nefaria

258/540 MR
 MV • EN • MARVEL COMICS



™ & © 2018 Wizards of the Coast

Lightning Bolt



Instant

MARVEL

Lightning Bolt deals 3 damage to any target.

"You spoke once of power. Little man, you do not know the meaning of the word!"
 — Ororo Munroe

259/540 MR
 MV • EN • MARVEL COMICS



™ & © 2018 Wizards of the Coast

Magneto's Will

2



Sorcery

MARVEL

Destroy target artifact. Magneto's Will deals damage equal to that artifact's converted mana cost to that artifact's controller.

"Allow me to show you real pain and anger!"
— Magneto

271/540 MR
MV • EN • MARVEL COMICS

Nova Flame

X



Sorcery

MARVEL

Nova Flame deals X damage to each creature and each player.

"I'm the Human Torch! I am flame! And the nature of flame is to rise! Push your powers to their limits, you won't bring me down a second time!"
— Johnny Storm

272/540 MR
MV • EN • MARVEL COMICS

Nova Force

2



Instant

MARVEL

Create an Infinity Shard, a colorless artifact token with "☞, Sacrifice Infinity Shard: Add one mana of any color."

Nova Force deals X damage to target creature, where X is 2 plus the number of artifacts you control.

261/540 MR
MV • EN • MARVEL COMICS

Oblivion

2



Legendary Planeswalker — Oblivion

MARVEL

+1 : Exile the top card of your library face down. Add ☞.

-1 : Exile the top card of your library face down. Oblivion deals 2 damage to any target.

-6 : Turn all face down exiled cards face up. You may cast cards you own in exile this turn without paying their mana costs.

3

246/540 MR
MV • EN • MARVEL COMICS

Optic Blast

1



Instant

MARVEL

Damage can't be prevented this turn. Optic Blast deals 3 damage to any target.

"The old saying, 'Red skies in morning, traveler take warning', doesn't mean much when all of your mornings are red."
— Scott Summers

262/540 MR
MV • EN • MARVEL COMICS

Penance Stare

X



Sorcery

MARVEL

Penance Stare deals X damage to any target.

Penance Stare deals X plus 2 damage to that target instead if the target is a black permanent or the target controls a black permanent.

273/540 MR
MV • EN • MARVEL COMICS

Psionic Might

4



Instant

MARVEL

You may pay 1 ♦♦ rather than pay this spell's mana cost.

Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.

"I'll rip the truth from you!"
— Nate Grey

263/540 MR
MV • EN • MARVEL COMICS

Psychic Blast

1



Instant

MARVEL

You may pay ♦ and tap an untapped Psion creature you control rather than pay this spell's mana cost.

Psychic Blast deals 3 damage to any target.

264/540 MR
MV • EN • MARVEL COMICS

Rise of Limbo 1



Sorcery **MARVEL**

Strive — This spell costs 1 more to cast for each target beyond the first. Rise of Limbo deals 4 damage to any number of targets.

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

274/540 MR
MV • EN • MARVEL COMICS

Surtur's Wrath



Instant **MARVEL**

As an additional cost to cast this spell, exile a card from your hand. Surtur's Wrath deals 5 damage to target creature.

"Tremble mortals, for Surtur walks thy plane once more!"
— Surtur

264/540 MR
MV • EN • MARVEL COMICS

Vengeance Chain 2



Sorcery **MARVEL**

Vengeance Chain deals 3 damage to any target.

At the beginning of your upkeep, if Vengeance Chain is in your graveyard, you may pay 2. If you do, return Vengeance Chain to your hand. Otherwise, exile it.

276/540 MR
MV • EN • MARVEL COMICS

Vulcan, God-Emperor 2



Legendary Planeswalker — Vulcan **MARVEL**

+1 : Until your next turn, up to one target creature gains first strike.

-3 : You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice that creature at the beginning of the next end step.

-5 : You get an emblem with "Creature spells you cast cost 1 less to cast."

3

247/540 MR
MV • EN • MARVEL COMICS

Vulcan, Shi'ar Ruler 4



Legendary Planeswalker — Vulcan **MARVEL**

+2 : Until your next turn, whenever a creature deals damage to Vulcan, Shi'ar Ruler, Vulcan deals 2 damage to that creature.

-2 : Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

-8 : Draw three cards, then reveal your hand. Put all creatures revealed this way onto the battlefield, then discard your hand.

4

248/540 MR
MV • EN • MARVEL COMICS