

Aurora 2



Character — Mutant X-Man

Flying
As long as you control a creature named Northstar, Aurora has haste and has “: Aurora deals 1 damage to any target.”
“There is always room for hope.”
— Northstar

2/2

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Battle Staves 2



Legendary Artifact — Equipment

Equipped creature gets +1/+1 and has first strike.
If equipped creature is an Agent creature, that creature has double strike.
Equip 2

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Cloak 3



Character — Mutant Vigilante

When Cloak enters the battlefield, each opponent loses 2 life and you gain 2 life.
3: Exile Cloak and another target creature you control, then return them to the battlefield tapped under their owners' control.

2/3

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Lockheed 2



Character — Dragon

Flying
: Target unblocked creature gets +1/+0 until end of turn.
“Don’t you growl at me, you dragon you.”
— Kitty Pryde

1/3

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Luke Cage 4



Character — Human Avenger

Indestructible
As long as you control a creature named Iron Fist, Luke Cage has vigilance.
“Please Luke, try to stay calm, try to stay patient...”
— Iron Fist

5/3

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Mar-Vell



Character — Cosmic Soldier

(Nonexistent mana costs can't be paid.)
Flying, hexproof
When Mar-Vell leaves the battlefield, return a creature exiled by Nega Bands to the battlefield.

5/5

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Rings of the Mandarin 3



Legendary Artifact — Equipment

Equipped creature has the following abilities:
• “2, : You gain 1 life.”
• “2, : Target creature gets +1/+1 until end of turn.”
• “2, : Target creature gets -1/-1 until end of turn.”
• “2, : Draw a card.”
Equip 0

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Rise of the Moloids 2



Legendary Enchantment

At the beginning of your upkeep, create a 1/1 colorless Moloid creature token.
2, Sacrifice three Moloid creatures: Search your library for a card, then shuffle your library and put that card on top of it.

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Rocket Raccoon


Character — Squirrel Soldier 

First strike
 At the beginning of your upkeep, put a +1/+1 counter on target Treefolk creature you control.

"Come on, Groot, let's blow this late '90s joint before he starts blasting Prodigy up in here."


3/1

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Starlord


Character — Human Soldier 

As Starlord enters the battlefield, choose a creature type. Creatures you control are the chosen type. The same is true for creature spells you control and creature cards you own that aren't on the battlefield.


3/3

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Universal Weapon


Legendary Artifact — Equipment 

Equipped creature gets +2/+2. At the beginning of combat on your turn, equipped creature gains your choice of haste, trample, vigilance or first strike until end of turn.

Equip 3



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Vibranium Shield


Legendary Artifact — Equipment 

Equipped creature gets +1/+2. Equipped creature has "C, Unattach Vibranium Shield: This creature deals 2 damage to target creature."

Equip 3

Equip Captain America 0



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