

Abomination 3



Character — Gamma Villain

Trample
Whenever Abomination deals combat damage to a player, put a +1/+1 counter on each Gamma creature you control.

"Your pitiful display is nothing to my new-found power!"

4/4

309/540 MR
MV • EN • MARVEL COMICS

Agent Brand 2



Character — Human Agent

At the beginning of your upkeep, create a 1/1 white Agent creature token.

2*: Agent creatures you control get +1/+1 until end of turn.

"And they all died suddenly every after. The End."

3/3

304/540 MR
MV • EN • MARVEL COMICS

Atlas



Character — Human Bruiser

Level up 1 (1: Put a level counter on this. Level up only as a sorcery.) 1/1

LEVEL 1-3 Reach 3/3

LEVEL 4+ Trample, reach 6/6

280/540 MR
MV • EN • MARVEL COMICS

Black Tom



Character — Mutant Villain

: Add

1, : Create a 0/1 green Plant creature token.

"I was beginnin' t'wonder when y'r actions would match y'r reputation! Sorry t'say f'r you, boyo, my actions speak louder than y'r words!"

1/1

281/540 MR
MV • EN • MARVEL COMICS

Black Widow 1



Character — Human Agent Avenger

Deathtouch
When Black Widow enters the battlefield, destroy target artifact or enchantment.

"It is all just information. Easy to control."

2/3

298/540 MR
MV • EN • MARVEL COMICS

Blackheath



Character — Human Villain

Kill a hostage: Blackheath gets +1/+1 until end of turn. (Pay a hostage counter.)

: Add

"Do not speak to the Plant Man of power!"

1/1

286/540 MR
MV • EN • MARVEL COMICS

Colossus 3



Character — Mutant X-Man

Trample
If one or more +1/+1 counters would be placed on an X-Man creature you control, that many plus one +1/+1 counters are placed on that creature instead.

5/5

310/540 MR
MV • EN • MARVEL COMICS

Crystal



Character — Cosmic Soldier

: Add

Fantastic — 7: Crystal gets +4/+4 until end of turn. This ability costs 1 less to activate for each other Cosmic creature you control. Activate this ability only once each turn.

1/1

282/540 MR
MV • EN • MARVEL COMICS

Doctor Octopus

3



Character — Human Villain

MARVEL

Reach
When Doctor Octopus enters the battlefield, he captures four hostages. (Gain four hostage counters.)
Kill a hostage: Put a -1/-1 counter on Doctor Octopus and prevent all damage that would be dealt to him this turn. (Pay a hostage counter.)

4/5

305/540 MR
MV • EN • MARVEL COMICS

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Doctor Voodoo

1



Character — Human Druid

MARVEL

☞: Add ♦
☞: Add one mana of any color.
Spend this mana only to activate an ability of a card in a graveyard.

"They call me Brudder Voodoo. What 'da hell is wrong wit' you people?"

1/1

283/540 MR
MV • EN • MARVEL COMICS

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Dr. Druid

1



Character — Human Druid Avenger

MARVEL

☞: Add one mana of any color.
Assemble — Whenever Dr. Druid or another Avenger enters the battlefield under your control, untap Dr. Druid.

"My nightmares have only begun!"

0/1

284/540 MR
MV • EN • MARVEL COMICS

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Elsa Bloodstone

1



Character — Human Rogue

MARVEL

Whenever Elsa Bloodstone attacks, she gets +1/+1 until end of turn.

☞: Add one mana of any color.

"That's right, Captain Overbite... never mess with a Bloodstone!"

1/1

285/540 MR
MV • EN • MARVEL COMICS

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Gladiator

5



Character — Cosmic Soldier

MARVEL

Flying, trample, haste
Whenever Gladiator deals combat damage to a player, destroy target noncreature permanent that player controls.

"I am an empire. And that empire must stand at any cost."

6/6

316/540 MR
MV • EN • MARVEL COMICS

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Groot

1



Character — Treefolk Soldier

MARVEL

Draft Groot face up, then draft Rocket Raccoon from the bonus pack.

☞: Add ♠

Whenever Groot attacks or blocks, put a +1/+1 counter on Groot.

1/1

289/540 MR
MV • EN • MARVEL COMICS

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Hawkeye

1



Character — Human Agent Avenger

MARVEL

Reach
When Hawkeye enters the battlefield, draw a card.

"I didn't know there was a contest goin' on! But we should'a guessed it! Seems like everybody's tryin' to conquer the universe these days!"

2/2

290/540 MR
MV • EN • MARVEL COMICS

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Hercules

3



Character — Olympian Avenger

MARVEL

Assemble — Whenever Hercules or another Avenger enters the battlefield under your control, Hercules fights target creature you don't control.

"The heart of Hercules cries out for vengeance!"

4/5

311/540 MR
MV • EN • MARVEL COMICS

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Hulking

2



Character — Kree Skrull Avenger

Assemble — Whenever Hulking or another Avenger enters the battlefield under your control, you may have Hulking get +X/+Y until end of turn, where X is that creature's power and Y is its toughness.

3/3

299/540 MR
MV • EN • MARVEL COMICS

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Jamie Madrox

2



Character — Mutant X-Man

Whenever Jamie Madrox is dealt damage, create Multiple Man, a token creature that's a copy of Jamie Madrox, except its name is Multiple Man and it is a Clone in addition to its other types.

The legendary rule doesn't apply to Clone creatures.

2/2

291/540 MR
MV • EN • MARVEL COMICS

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Kraven the Hunter

2



Character — Human Villain

Haste

♣, ♠: Kraven the Hunter fights target creature. This ability costs ♣ less to activate if Kraven the Hunter entered the battlefield this turn.

"I must sharpen my stalking skills if Kraven is to hunt again!!"

4/4

306/540 MR
MV • EN • MARVEL COMICS

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Marrow

1



Character — Mutant Assassin

Whenever Marrow attacks, you may exile target card in a graveyard. If it was a creature card, put a +1/+1 counter on Marrow and she gains indestructible until end of turn.

"That was for the Morlocks!"

2/2

292/540 MR
MV • EN • MARVEL COMICS

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Mockingbird

1



Character — Human Agent

Draft Mockingbird face up, then draft Battle Staves from the bonus pack.

At the beginning of your upkeep, if Mockingbird is equipped, create a 1/1 white Agent creature token.

2/2

293/540 MR
MV • EN • MARVEL COMICS

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Ragnarok

1



Artifact Character — Construct

Flying

Ragnarok enters the battlefield tapped.

Ragnarok doesn't untap during your untap step.

"There is only justice."

6/6

300/540 MR
MV • EN • MARVEL COMICS

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Rhino

4



Character — Human Villain

Trample

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

Rhino can't be blocked by creatures with power less than or equal to the number of hostage counters you have.

5/4

313/540 MR
MV • EN • MARVEL COMICS

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Rictor

1



Character — Mutant X-Man

♣: Add an amount of ♣ equal to Rictor's power.

1, Return a land you control to its owner's hand: Rictor gets +X/+0 until end of turn, where X is his power.

1/2

301/540 MR
MV • EN • MARVEL COMICS

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Sandman 1



Character — Human Villain

Sandman enters the battlefield with four +1/+1 counters on him.
Prevent all damage that would be dealt to Sandman.
At the beginning of your upkeep, remove a +1/+1 counter from Sandman. When you remove the last, return Sandman to his owner's hand.

0/0

302/540 MR
MV • EN • MARVEL COMICS

Scorpion 2



Character — Human Villain

Whenever Scorpion attacks, he captures a hostage. (Gain a hostage counter.)
Kill a hostage: Scorpion gains deathtouch until end of turn. (Pay a hostage counter.)
"This is Spider-Man's last stand, right? I wouldn't miss that for the world!"

2/3

303/540 MR
MV • EN • MARVEL COMICS

She-Hulk 2



Character — Gamma Avenger

She-Hulk can't be countered.
As long as She-Hulk has power 6 or greater, she has indestructible.
Assemble — Whenever She-Hulk or another Avenger enters the battlefield under your control, put a +1/+1 counter on each Gamma creature you control.

3/3

307/540 MR
MV • EN • MARVEL COMICS

Skaar 4



Character — Gamma Warrior

Trample
At the beginning of combat on your turn, untap all lands you control.
Skaar has hexproof as long as he's untapped.
"If it bites, kill it."

6/6

314/540 MR
MV • EN • MARVEL COMICS

Snowbird 1



Character — Human Shapeshifter

Flying
•: Add •
3 •••: Manifest Snowbird from your graveyard. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up at any time for its mana cost.)

0/1

287/540 MR
MV • EN • MARVEL COMICS

The Juggernaut 5



Character — Avatar

Trample, haste, indestructible
"Once my name was Cain Marko! But now I am more, now I am, The Juggernaut!"

8/7

317/540 MR
MV • EN • MARVEL COMICS

The Lizard 1



Character — Human Lizard Villain

1 •: The Lizard gets +1/+1 until end of turn.
"Connors have picture of you in brain. When Lizard was dumb, Lizard was your prey. Lizard take monkey brain. Lizard no longer dumb. You are prey."

2/2

294/540 MR
MV • EN • MARVEL COMICS

Thing 4



Character — Cosmic Soldier

Vigilance
Fantastic — Thing gets +1/+1 for each other Cosmic creature you control.
"Sheesh, if it weren't for bad luck, I'd have no luck at all!"

5/4

308/540 MR
MV • EN • MARVEL COMICS

Toxin 3



Character — Symbiote

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.)
When Toxin enters the battlefield, destroy target artifact or enchantment.
Enchanted creature gets +3/+3.

3/3

312/540 MR
MV • EN • MARVEL COMICS

Typhoid Mary 1



Character — Mutant Villain

Creatures your opponents control lose deathtouch and can't have or gain deathtouch.
Typhoid Mary can't attack unless you control three or more creatures.
"One of us is tender, one of us is not..."

4/4

295/540 MR
MV • EN • MARVEL COMICS

Victor Mancha 1



Artifact Character — Construct

☞: Add ♦
☞: Add ♦♦. Spend this mana only to cast artifact spells.
"404 Error Processing. I...I am nothing... I'm nothing like you!"

2/1

296/540 MR
MV • EN • MARVEL COMICS

Wendigo 5



Creature — Beast

Whenever a creature dealt damage by Wendigo this turn dies, create a token creature that's a copy of Wendigo.
"Hulk doesn't even know what Wendigo is."
— The Incredible Hulk

6/6

315/540 MR
MV • EN • MARVEL COMICS

Wolfsbane 1



Character — Mutant Shapeshifter

1 ☞: Wolfsbane gets +1/+0 until end of turn. If this is the third time this ability has resolved this turn, she also gains first strike until end of turn.
"I dinna ken why ye're doin' this."

2/1

297/540 MR
MV • EN • MARVEL COMICS

Wonder Man 5



Character — Human Avenger

Whenever Wonder Man attacks, put a +1/+1 counter on each creature you control.
5, Sacrifice three creatures: Return Wonder Man from your graveyard to the battlefield. He gains haste.

7/7

318/540 MR
MV • EN • MARVEL COMICS

Wong 1



Character — Human Mystic Monk

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
☞: Add ♣
"Forgive me, but the oath I swore to protect my master overrides all other directives... even doctor's orders."

0/1

288/540 MR
MV • EN • MARVEL COMICS

Academy Training 1



Enchantment

When Academy Training enters the battlefield, draw a card.
Whenever a creature enters the battlefield under your control, it coordinates. (Choose another creature you control that shares a type with it and put a +1/+1 counter on that creature.)

326/540 MR
MV • EN • MARVEL COMICS

Celestial Knowledge



Sorcery



Return X target cards from your graveyard to your hand.

"Nothing is ever what it appears... it's the mysteries and the unknown that make life interesting."
— Reed Richards

338/540 MR
MV • EN • MARVEL COMICS



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Cosmic Sundering



Sorcery — Event



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

Exile all creatures, then each player reveals their hand and puts all creatures revealed this way onto the battlefield, then put all cards that players exiled this way into their owners' hands.

339/540 MR
MVB • EN • MARVEL COMICS



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Earth X



Universe



Add all Earth 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.

339/540 MR
MVB • EN • MARVEL COMICS



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Diablo, Diabolical Genius



Legendary Planeswalker — Diablo



+1 : Until your next turn, only one creature may attack Diablo, Diabolical Genius.

-3 : Destroy target artifact or enchantment. Draw cards equal to that permanent's converted mana cost.

-6 : Search your library for up to two noncreature permanent cards and out them onto the battlefield. Then, shuffle your library.

4

321/540 MR
MV • EN • MARVEL COMICS



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Diablo, Master of Alchemy



Legendary Planeswalker — Diablo



+1 : Create an Infinity Shard, a colorless artifact token with "Sacrifice Infinity Shard: Add one mana of any color."

-3 : Destroy target noncreature permanent.

-5 : You get an emblem with "Sacrifice an artifact or land: Add "

4

322/540 MR
MV • EN • MARVEL COMICS



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Ego, the Living Planet



Legendary Planeswalker — Ego



+2 : Put the top two cards of your library into your graveyard, then you may return a land card from your graveyard to your hand.

-1 : Put three +1/+1 counters on target land and it becomes a 0/0 Elemental creature with haste. It's still a land.

-7 : You get an emblem with "Lands you control are 4/4 Elemental creatures with haste that are still lands."

3

323/540 MR
MV • EN • MARVEL COMICS



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Elemental Channel



Sorcery



Search your library for a basic land or Cosmic creature card, reveal it and put it into your hand. Then shuffle your library.

"Now see what it means to anger an elemental!"
— Crystal Amaquelin

340/540 MR
MV • EN • MARVEL COMICS



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Evolutionary Creator



Legendary Planeswalker — Evolutionary



+1 : Reveal the top card of your library. If it's a permanent card, put it into your hand. Otherwise, put it on the bottom of your library.

-3 : Create The Seeker, a 4/4 green legendary Elemental creature token with flying.

-8 : Reveal the top eight cards of your library. You may put any number of permanent cards from among them onto the battlefield. Then shuffle the rest into your library.

3

324/540 MR
MV • EN • MARVEL COMICS



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Furious Return



Sorcery

MARVEL

All creatures able to block target creature this turn do so. Put a +1/+1 counter on each Gamma creature you control.

"He made his way back to earth. He isn't happy."
— Reed Richards

342/540 MR
MV • EN • MARVEL COMICS

Gather the Twelve



Sorcery

MARVEL

Search your library for three creature cards and exile them, then shuffle your library. An opponent chooses one of them. Shuffle that card into your library and put the rest onto the battlefield under your control.

342/540 MR
MV • EN • MARVEL COMICS

Genetic Manipulation



Enchantment

MARVEL

1 ♣: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on target creature you control.

"I intend to build a govt fit for the twenty-first century. And you will be it's raw materials."
— The High Evolutionary

327/540 MR
MV • EN • MARVEL COMICS

Geomancy



Enchantment

MARVEL

1 ♣: Create a 0/1 Plant creature token. Then, you may put a land from your hand or graveyard onto the battlefield. Activate this ability only once each turn and only any time you could cast a sorcery.

328/540 MR
MV • EN • MARVEL COMICS

Helping Hand



Sorcery

MARVEL

Create three 2/2 green Mutant X-Man Clone legendary creature tokens named Multiple Man. They have "Whenever this creature is dealt damage, create a token creature that's a copy of this creature" and "The legendary rule does not apply to Clone creatures."

343/540 MR
MV • EN • MARVEL COMICS

High Evolutionary



Legendary Planeswalker — Evolutionary

MARVEL

- +1 Put a +1/+1 counter on up to one target creature. That creature gains trample and vigilance until end of turn.
- 1 You may discard a creature card. If you do, search your library for a creature card, reveal it, put it into your hand. Then shuffle your library.
- 6 You get an emblem with "You may cast creature spells without paying their mana costs."

3

325/540 MR
MV • EN • MARVEL COMICS

In the Wrong Hands



Instant

MARVEL

Destroy target artifact or enchantment. Shuffle In the Wrong hands into its owner's library as it resolves.

If the wrong man uses the right means, the right means work in the wrong way.

333/540 MR
MV • EN • MARVEL COMICS

Ionic Power



Enchantment

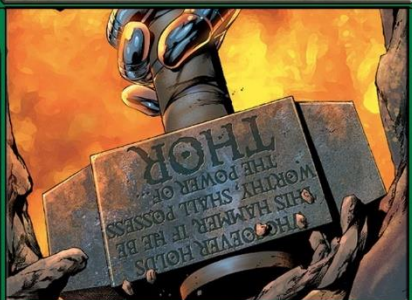
MARVEL

At the beginning of your upkeep, choose one —

- Create an Infinity Shard, a colorless artifact token with "♣, Sacrifice Infinity Shard: Add one mana of any color."
- Put a +1/+1 counter on target creature.

329/540 MR
MV • EN • MARVEL COMICS

Mjolnir



Legendary Artifact — Equipment



Mjolnir can only be attached to creatures with power 6 or greater. Equipped creature gains flying, vigilance and trample and has “At the beginning of each player’s upkeep, untap this creature.” Equip 0

332/540 MR
MV • EN • MARVEL COMICS



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Proving Grounds



Sorcery



Search your library for a basic land card and put that card onto the battlefield tapped. Then shuffle your library. That land enters the battlefield untapped instead if you control an Avenger creature.

344/540 MR
MV • EN • MARVEL COMICS



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Registration Act



Enchantment



When Registration Act enters the battlefield, draw a card. Creature cards you own that aren’t on the battlefield, creature spells you control, and creatures you control are Avengers in addition to their other types.

330/540 MR
MV • EN • MARVEL COMICS



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Savage Land Expedition



Instant



Whenever a land enters the battlefield under your control this turn, create a 2/2 green Cat creature token. Search your library for a basic land card and put that card onto the battlefield tapped. Then shuffle your library.

334/540 MR
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Superior Knowledge



Sorcery



Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom in any order.

“Long live the superior Spider-Man!”
— Otto Octavius

345/540 MR
MV • EN • MARVEL COMICS



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Survival of the Fittest



Enchantment



♣, Discard a creature card: Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

“And when only the strong are left,
Apocalypse will make his move.”
— En Sabah Nur

331/540 MR
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Team-Up



Sorcery



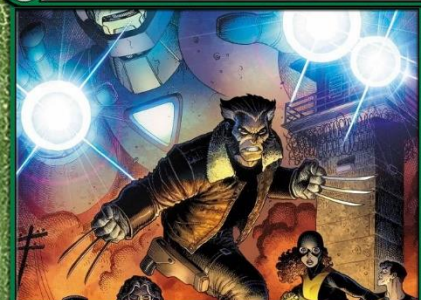
Search your library for a creature card that shares a creature type with a creature you control and a converted mana cost X or less and put it onto the battlefield. Then shuffle your library.

346/540 MR
MV • EN • MARVEL COMICS



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Time Tare



Sorcery — Event



(Events go to the Command zone transformed when they resolve.) Each player exiles the top card of their library. For each permanent card exiled in this way, it’s owner puts it onto the battlefield. If all players exiled a permanent in this way, repeat this process.

341/540 MR
MV • EN • MARVEL COMICS



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Days of Future Past 



Universe 

Add all Days of Future Past 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.

341/540 MR
MV • EN • MARVEL COMICS

Tyrant's Grasp 



Instant 

Destroy target noncreature permanent.

"This day, Doom rules over all!"
— Victor von Doom

335/540 MR
MV • EN • MARVEL COMICS

Unkillable 



Instant 

Target creature gains indestructible until end of turn. Put a +1/+1 counter on that creature and each Gamma creature you control.

"The Abomination is the strongest one there is!"
— The Abomination

337/540 MR
MV • EN • MARVEL COMICS

Will of Doom 



Instant 

Destroy target noncreature permanent. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle their library.

"Only Doom dreams! Others serve!"
— Victor von Doom

336/540 MR
MV • EN • MARVEL COMICS

Wrecking Crew 



Sorcery 

Destroy up to one target artifact, up to one target enchantment, and up to one target land. Create a number of 2/1 green Human Villain creature tokens equal to one plus the number of permanents destroyed this way.

347/540 MR
MV • EN • MARVEL COMICS