

Beast 3 



Character — Mutant Avengers X-Man 

Whenever you cast a noncreature spell, untap Beast.

: Draw a card, then discard a card. Activate this ability only if you control an Island.

, Discard a card: Draw a card. Activate this ability only if you control a Mountain.

361/540 MR
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 **3/4**

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<h1>Daredevil</h1>	<div> <div>1</div> <div> </div> </div>
<p>Character — Human Vigilante</p>	
<p>Justice — Whenever a creature you control attacks or blocks alone, that creature gets +1/+1 and gains first strike until end of turn.</p> <p><i>“I’m a blind lawyer with a history of personal tragedy. What makes you think I have a sense of humor?”</i></p> <div> <div>353/540 MR</div> <div>MV • EN</div> <div>MARVEL COMICS</div> </div> <div> <div>2/2</div> <div>TM & © 2018 Wizards of the Coast</div> </div>	

Deathlok X



The card features a central illustration of the character Deathlok, a cyborg with a red and black armored suit and glowing yellow eyes. He is shown in a dynamic pose, holding a large, glowing energy weapon. The background is a dark, smoky environment with floating debris. The card has a green border with a metallic, industrial texture. At the top right, there is a small icon of a crossed hammer and sickle. The bottom left corner contains the text '349/540 MR' and 'MV • EN • MARVEL COMICS'. The bottom right corner features a small circular icon of a hammer and sickle, and a large white box with the number '0/0'.

Artifact Character — Agent MARVEL

Deathlok enters the battlefield with X +1/+1 counters on him.

1, : Put a +1/+1 counter on Deathlok.

“You have to do what’s right, boy, not what’s easiest.”

0/0

349/540 MR
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Doctor Doom 1 1 1 1 1



Character — Cosmic Mystic Villain **MARVEL**

You may cast noncreature cards in your graveyard.

Whenever a card would go to your graveyard from anywhere, exile it instead.

"The final triumph shall belong to Doctor Doom!"

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4/5

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Egghead 1 1 1 1



Character — Human Villain **MARVEL**

Whenever a creature entering the battlefield causes an ability to trigger, you pay 1. If you do, you may copy that ability and you may choose new targets for the copy.

"Your insipid ramblings are laughable! I sneer at you all!"

2/3

354/540 MR
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Gamora 1 1 1 1



Character — Cosmic Assassin **MARVEL**

Deathtouch
Whenever Gamora deals combat damage to a player, each player sacrifices a permanent.

"I am Gamora, the Deadliest Woman in the whole Galaxy!"

3/2

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Hank Pym 1 1 1 1



Character — Human Avenger **MARVEL**

2: Hank Pym loses hexproof and flying. Then, choose one —

- *Ant-Man* — Hank Pym has base power and toughness 1/1 and gains hexproof.
- *Yellowjacket* — Hank Pym has base power and toughness 2/2 and gains flying.
- *Giant-Man* — Hank Pym has base power and toughness 4/4.

2/2

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Hulk 4 1 1 1



Character — Gamma Berserker **MARVEL**

Haste
Hulk attacks each turn if able. When Hulk enters the battlefield, destroy each other nonland permanent. Put a +1/+1 counter on each Gamma creature you control for each permanent destroyed this way.

1/1

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Hyperion 5 1 1 1



Character — Cosmic Avenger **MARVEL**

Flying, vigilance, haste
Assemble — Whenever Hyperion or another Avenger enters the battlefield under your control, Hyperion deals 3 damage divided as you choose among one, two or three target creatures.

8/8

373/540 MR
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Magneto 2 1 1 1



Character — Mutant Villain **MARVEL**

Flying, hexproof from artifacts
When Magneto enters the battlefield, gain control of target permanent until Magneto leaves the battlefield.
Other Mutant creatures you control get +1/+1.

4/4

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Misty Knight 2 1 1 1



Character — Human Vigilante **MARVEL**

Haste
Justice — Whenever a creature you control attacks or blocks alone, it gains first strike until end of turn.

"I don't know, baby girl, but trust me, Misty Knight is gonna find out."

3/1

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Nightcrawler 1 1 1 1



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

Flash
When Nightcrawler enters the battlefield, draw a card.
Whenever Nightcrawler blocks or becomes blocked, you may exile Nightcrawler and any creature he is blocking and/or blocked by, then return those cards to the battlefield under their owner's control.

2/1

356/540 MR
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Prince Namor 4



Character — Mutant Warrior

Flying, trample
Whenever Prince Namor deals combat damage to a player, destroy target artifact or enchantment that player controls.

"Are you insane? To come between Prince Namor and his quest?"

5/5

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Rogue 1



Character — Mutant X-Man

At the beginning of your upkeep, put a +1/+1 counter on Rogue.
At the beginning of each player's upkeep, choose a creature controlled by that player. Rogue gains that creature's abilities until end of turn.
You may spend mana as though it were mana of any color to pay the activation costs of Rogue's abilities.

1/1

358/540 MR
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Ronan the Accuser 1



Character — Kree Warrior

Draft Ronan the Accuser face up, then draft Universal Weapon from the bonus pack.
Haste
When Ronan the Accuser becomes equipped for the first time, exile target creature an opponent controls until Ronan the Accuser leaves the battlefield.

3/3

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Sentry 1



Character — Human Avenger

Flying, haste, indestructible, vigilance
When Sentry enters the battlefield, choose an opponent. That player creates The Void, a 6/6 black Avatar legendary creature token with flying, indestructible and vigilance.

6/6

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Shang-Chi 2



Character — Human Monk

Double strike, prowess, haste

"I would speak with you of this dagger. Of this death. Of this man."

1/1

352/540 MR
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Spider-Woman 1



Character — Human Agent Avenger

Flying, vigilance
Other Agent creatures you control get +1/+1.
Sacrifice another Agent creature: Destroy target creature that dealt damage to you this turn.

4/4

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Thanos 2



Character — Cosmic Villain

Trample
Whenever Thanos enters the battlefield or deals combat damage to a player, exile the top card of your library. If that card is a land, put it onto the battlefield. Otherwise, you may cast that card without paying its mana cost.

7/6

374/540 MR
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The Punisher 2



Character — Human Vigilante

Vigilance
Justice — Whenever a creature you control attacks or blocks alone, it gains deathtouch until end of turn.

"I send them to hell. I sleep just fine."

4/4

365/540 MR
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Wolverine 2 2 2



Character — Mutant Avenger X-Man MARVEL

Haste, first strike
When Wolverine enters the battlefield, he fights target creature you don't control.
1: Wolverine gains indestructible until end of turn.

3/3

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Accelerated Decay 1 1 1



Instant MARVEL

Destroy target nonland permanent and all permanents attached to that permanent.

"Fall like cosmic leaves, here at realities end, old Gods of Zenn-La!"
— Amatsu Mikaboshi

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Cyttorak's Command 2 2 2



Instant MARVEL

Choose two —

- Destroy target noncreature artifact or enchantment.
- Cyttorak's command deals 4 damage to each opponent.
- Put two +1/+1 counters on target creature.
- Target creature you control fights target creature you don't control.

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Dark Phoenix Force 1 1 1



Instant MARVEL

Exile target nonland permanent. You lose 3 life.

"My true nature is without form, touching all that lives with neither feeling or awareness."
— The Phoenix Force

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Devastation 2 2 2



Sorcery MARVEL

Destroy all creatures.
Create a 3/3 colorless Sentinel artifact creature token.

"My Sentinels will take flight to keep the world and the human race safe forever."
— Boliver Trask

395/540 MR
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Doom's Command 1 1 1



Instant MARVEL

Choose two —

- Return target nonland permanent to its owner's hand.
- Counter target creature spell unless it's controller pays 2.
- Target player puts the top three cards of their library into their graveyard.
- Return target creature card from your graveyard to your hand.

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Ex Nihilo 2 2 2



Legendary Planeswalker — Nihilo MARVEL

+2: Untap target permanent you control.

0: Turn Ex Nihilo face down. Turn him face up at the beginning of your next upkeep. (A face down permanent is a 2/2 creature.)

-10: Take an extra two turns after this one.

5

375/540 MR
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Fury's Command 2 2 2



Instant MARVEL

Choose two —

- Destroy target attacking creature.
- Draw a card.
- Exile target creature with power 2 or less.
- Return target spell to its owner's hand.

386/540 MR
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Future Foundation

Instant

Fantastic — This spell costs 1 less to cast for each Cosmic creature you control.

Draw X cards.

"Welcome to the Future Foundation... Together, there is nothing we can't do"
— Reed Richards

387/540 MR
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Grandmaster

Legendary Planeswalker — Grandmaster

+1 : Each player discards a card.

-X : Gain control of target creature with converted mana cost X.

-7 : Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles their library.

3

376/540 MR
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Hate Incarnate

Legendary Planeswalker — Onslaught

+1 : Destroy target creature.

-3 : Put target permanent card from a graveyard onto the battlefield under your control.

-8 : Each player sacrifices all permanents they control. Then return all creature cards from your graveyard to the battlefield.

5

377/540 MR
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Lightning Helix

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

"Odin was my father and the thunder and lightning are my birthright!"
— Thor Odinson

388/540 MR
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M'Kraan Splinter

Sorcery — Event

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

Destroy each nonland permanent with converted mana cost X or less.

"The time for subtlety is passing. Now is the time for change."
— Magneto

394/540 MR
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Age of Apocalypse

Universe

Add all Age of Apocalypse 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.

394/540 MR
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Odin, Enraged

Legendary Planeswalker — Odin

+1 : Creatures you control get +1/+0 until end of turn.

-2 : Odin, Enraged deals 3 damage to any target.

-7 : Each opponent chooses three permanents they control, then sacrifices the rest.

4

378/540 MR
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Odin's Command

Instant

Choose two —

- Create a 2/2 white Asgardian Warrior creature token with vigilance.
- Creatures you control gain protection from the color of your choice until end of turn.
- Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.
- Target creature gets +1/+1 and gains reach until end of turn.

389/540 MR
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Power Cosmic

Legendary Enchantment — Aura

Enchant legendary creature
 Enchanted creature gets +3/+3, is a Cosmic in addition to its other types and gains protection from everything. This effect does not remove Power Cosmic.

The power of the universe in a single being.

382/540 MR
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Reality Hex

Instant

Change the targets of target spell or ability.

"Strength is no use against my hex power!"
 — Wanda Maximoff

390/540 MR
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Reality Leak

Instant

Reality Leak is all colors.
 If was spent to cast this spell, gain 2 life.
 If was spent to cast this spell, draw a card.
 If was spent to cast this spell, put a -1/-1 counter on target creature.
 If was spent to cast this spell, Reality Leak deals 2 damage to any target.
 If was spent to cast this spell, put a +1/+1 counter on target creature.

396/540 MR
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Red Skull's Command

Instant

Choose two —

- Destroy target land.
- Target player discards a card.
- Target creature gets +2/-2 until end of turn.
- Target player sacrifices a creature.

391/540 MR
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Snikt!

Sorcery

Target creature you control deals damage equal to its power to another target creature.

"I see your ugly face in mine ever again, you're a dead man!"
 — Wolverine

397/540 MR
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Terminate

Instant

Destroy target creature. It can't be regenerated.

"That arrow is tipped with an explosive. When you wake up I got all kinds of other ways to kill you. And I'm gonna take my good, sweet time."
 — Bullseye

392/540 MR
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Vulcan, Battle-God

Legendary Planeswalker — Vulcan

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

: Vulcan, Battle-God deals 2 damage to any target.

: Vulcan Battle-God deals 6 damage to each opponent and each creature that player controls.

379/540 MR
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Vulcan, Psionic Master

Legendary Planeswalker — Vulcan

: Draw two cards, then discard two cards.

: Vulcan, Psionic Master deals 3 damage to target creature. Add

: You get an emblem with "Whenever you draw a card, this emblem deals 1 damage to any target."

380/540 MR
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Will of the Illuminati 4



Sorcery **MARVEL**

Target opponent chooses a nonland permanent that player controls. You choose another nonland permanent that player controls. Gain control of those permanents.

"A setup. Oh, God, we have been played!"
— Reed Richards

398/540 MR
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Young Avengers 2



Sorcery **MARVEL**

Escalate 3 (Pay this cost for each mode chosen beyond the first.)
Choose one or more —

- Create Patriot, a legendary 3/4 white Avenger creature token with vigilance.
- Create Stature, a legendary 5/5 green Avenger creature token.
- Create Lady Hawkeye, a legendary 3/2 green and white Avenger creature token with first strike and reach.

399/540 MR
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Zeus, Lord of Olympus 2



Legendary Planeswalker — Zeus **MARVEL**

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

-3 Exile target tapped nonland permanent.

-7 Zeus, Lord of Olympus deals 3 damage to each other planeswalker, each opponent and each creature. You gain life equal to the damage dealt this way.

4

381/540 MR
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