

**Banshee** 2



Character — Mutant X-Man **MARVEL**

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

"Ye'd best cover yer ears, kids... this is goin' to hurt some!"

2/2

075/540 MR  
MV • EN • MARVEL COMICS  
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**Black Cat** 1



Character — Human Rogue **MARVEL**

Skulk (This creature can't be blocked by creatures with greater power.)  
Whenever Black Cat deals combat damage to a player, draw a card. Then, if she isn't equipped, discard a card.

"I'm not a hero, I'm a thief."

1/1

071/540 MR  
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**Charles Xavier** 4



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

Other X-Man creatures you control get +1/+1.  
: Gain control of target creature for as long as you control Charles Xavier.

"You, my friend, are a mutant, and I have need of mutants."

0/3

088/540 MR  
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**Doctor Strange** 3



Character — Human Mystic **MARVEL**

Flying  
When Doctor Strange enters the battlefield, you may search your library for a card and exile it. Then, shuffle your library.

2: You may cast cards you own in exile this turn.

4/4

086/540 MR  
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**Emma Frost** 2



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

When Emma Frost enters the battlefield, gain control of target creature for as long as Emma Frost remains on the battlefield or until an activated ability of Emma Frost is activated.

4 ♦: Transform Emma Frost.

2/2

082/540 MR  
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**Diamond Frost**



Character — Mutant X-Man **MARVEL**

Trample, indestructible.

"I want her stopped. ... Let me make this as clear as I can, Logan. You need to kill her. Her and everyone that attacked us...even Kevin. That's the only way this will end."

2/2

4/4

082/540 MR  
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**Exodus** 5



Character — Mutant Psion Villain **MARVEL**

You may pay 5 ♦♦ rather than pay this spell's mana cost. If you do, it has flash.

Flying  
Whenever you cast a spell, return target creature to its owner's hand.

5/5

091/540 MR  
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**Iceman** 1



Character — Mutant X-Man **MARVEL**

Flying  
Whenever Iceman deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.

3 ♦: Iceman gets +X/+X until end of turn, where X is his power.

1/3

076/540 MR  
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**Jean Grey** 4



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

Flying

When Jean Grey enters the battlefield, draw two cards.

\* ♦ ♦ ♦ ♦ ♦: Return Jean Grey from your graveyard to the battlefield transformed. Activate this ability only any time you could cast a sorcery. 7/7

2/2

087/540 MR  
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**Phoenix**



Character — Cosmic Avatar **MARVEL**

Flying

At the beginning of each player's upkeep, that player sacrifices a creature.

"Hear me, X-Men! No longer am I the woman you knew! I am fire! And life incarnate! Now and forever, I am Phoenix!" 7/7

7/7

087/540 MR  
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**Loki** 3



Character — Asgardian Mystic **MARVEL**

Flying

♦, Exile Loki: Counter target noncreature spell.

At the beginning of your upkeep, if Loki is in exile, you may exile the top three cards of your library. If you do, put Loki on top of your library. 2/2

2/2

083/540 MR  
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**Medusa** 1



Character — Cosmic Warrior **MARVEL**

Whenever you cast your second spell in a turn, return target creature to its owner's hand.

"After all, is Earth really our home? Have we ever been treated as anything but aliens here?" 0/4

0/4

072/540 MR  
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**M.O.D.O.K** 4



Artifact Character — Villain **MARVEL**

Flying, trample, hexproof

M.O.D.O.K gets +1/+1 for each other artifact you control and each artifact card in your graveyard.

"This is a most crucial time. I was there at the creation of the Red Hulk. And I will be there at his end." 4/4

4/4

089/540 MR  
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**Mr. Fantastic** 1



Character — Cosmic Scientist **MARVEL**

Reach

Whenever a player casts an artifact spell, draw a card.

Fantastic — Artifact spells cost 1 less to cast for each Cosmic permanent you control. 1/4

1/4

077/540 MR  
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**Mysterio** 1



Character — Human Villain **MARVEL**

Flash

Flying

When Mysterio enters the battlefield, each player puts the cards in their hand on the bottom of their library in any order, then draws that many cards. Then, draw a card. 1/3

1/3

078/540 MR  
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**Mystique** 1



Character — Mutant Shapeshifter **MARVEL**

♦ ♦: You may have Mystique become a copy of any creature on the battlefield, except her name is still Mystique, she's a legendary Mutant Shapeshifter in addition to her other types, and she gains this ability. 1/1

1/1

073/540 MR  
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**Nate Grey** 4



Character — Mutant Psion

Flying

At the beginning of your precombat main phase, reveal the top card of your library and put it into your hand. Add an amount of ♦ equal to its converted mana cost.

You may spend colorless mana as though it were mana of any color.

4/4

090/540 MR  
MV • EN • MARVEL COMICS

**Nightmare** 3



Character — Illusion Shapeshifter

As Nightmare enters the battlefield, exile the top four cards of each player's library. Nightmare enters the battlefield as a copy of an exiled creature card except its name is Nightmare and it's a legendary Illusion in addition to its other types.

0/0

084/540 MR  
MV • EN • MARVEL COMICS

**Nimrod** 5



Artifact Character — Sentinel

Flying, trample, hexproof from coloured sources

At the beginning of your upkeep, create a 3/3 colorless Sentinel artifact creature token.

*"To save mankind, Nimrod must destroy mutantkind!"*

7/7

093/540 MR  
MV • EN • MARVEL COMICS

**Psylocke** 1



Character — Mutant Psion X-Man

Hexproof

As long as you control a Mountain, Psylocke has first strike.

♦: Psylocke gets +1/-1 until end of turn.

*"I am Lady Mandarin. Yield, warrior, or suffer!"*

3/2

080/540 MR  
MV • EN • MARVEL COMICS

**Shadowcat** 1



Character — Mutant X-Man

Draft Shadowcat face up, then draft Lockheed from the bonus pack. Shadowcat can't be blocked.

Whenever Shadowcat deals combat damage to a player, if you control a Dragon creature, draw a card.

2/2

079/540 MR  
MV • EN • MARVEL COMICS

**The Mandarin**



Character — Human Villain

Draft The Mandarin face up, then draft Rings of the Mandarin from the bonus pack.

Activated abilities of The Mandarin cost ♠ less to activate.

*"Now, where are your witticisms?"*

1/1

070/540 MR  
MV • EN • MARVEL COMICS

**The Tinkerer** 2



Character — Human Scientist

As an additional cost to cast this spell, sacrifice an artifact.

When The Tinkerer enters the battlefield, search your library for an artifact card and put that card into the battlefield. Then shuffle your library.

0/1

081/540 MR  
MV • EN • MARVEL COMICS

**Vision** 5



Artifact Character — Avenger

Flying

Assemble — When Vision or another Avenger enters the battlefield under your control, draw a card.

1: Vision gets +1/-1 until end of turn.

1: Vision gets -1/+1 until end of turn.

♠: Return Vision to its owner's hand.

5/6

092/540 MR  
MV • EN • MARVEL COMICS



**Warlock** 2



**Artifact Character — Cosmic** **MARVEL**

2: Warlock loses this ability, is no longer a creature and becomes an Equipment. Attach it to target creature. You may pay 2 to end this effect. Activate this ability only any time you could cast a sorcery.

1: Warlock or equipped creature gets +1/-1 until end of turn.

1: Warlock or equipped creature gets -1/+1 until end of turn.

3/3

085/540 MR  
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**Wasp** 1



**Character — Human Avenger** **MARVEL**

Flash  
Flying  
When Wasp enters the battlefield, counter target activated or triggered ability. (Mana abilities can't be targeted.)

"Hi! I'm the Wasp! And you've just been stung!"

1/1

074/540 MR  
MV • EN • MARVEL COMICS  
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**A Study of Time** 1



**Instant** **MARVEL**

Look at the top card of target player's library. You may put that card on the bottom of that player's library. Draw a card.

"As ever, heroes, you underestimate me."  
— Kang the Conqueror

103/540 MR  
MV • EN • MARVEL COMICS  
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**Ancient Records** 1



**Sorcery** **MARVEL**

Draw two cards, then exile two cards from your hand.

"You are lost to me, though it is ever your purpose to rise. You will return to this world... But first, you must be found."  
— Ozymandias

129/540 MR  
MV • EN • MARVEL COMICS  
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**Ancient Will** 1



**Instant** **MARVEL**

Choose one —

- Counter target planeswalker spell.
- Counter target spell unless it's controller pays 1.

"I think I am losing myself..."  
— Stephen Strange

104/540 MR  
MV • EN • MARVEL COMICS  
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**Arcane Banishment** 2



**Instant** **MARVEL**

Return target permanent to its owner's hand. Draw a card.

"I can't continue to anchor the heroes we have sent against Thanos!"  
— Stephen Strange

105/540 MR  
MV • EN • MARVEL COMICS  
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**Astral Projection** 1



**Instant** **MARVEL**

Exile target legendary Mystic or Psion creature you control. Create a token with that creature's name, a 2/2 blue Projection character token with flying. It has "When this creature leaves the battlefield, return a card with the same name as this creature from exile to the battlefield."

106/540 MR  
MV • EN • MARVEL COMICS  
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**Bamf** 1



**Instant** **MARVEL**

Exile target creature, then return it to the battlefield under its owner's control. If \* was spent to cast Bamf, that creature coordinates. (Choose another creature you control that shares a type with that creature and put a +1/+1 counter on it.)

107/540 MR  
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## Change the Future



Sorcery

MARVEL

Look at the top three cards of your library. Put one on the bottom and the rest back in any order. Draw a card.

*"I've been from the future to the past and back again... but I've run out of time."*  
— Nathan Summers

130/540 MR  
MV • EN • MARVEL COMICS

## Clone Saga



Sorcery — Event

MARVEL

*(Events go to the Command zone transformed when they resolve.)*  
Create a token that's a copy of target creature. Then create a token that's a copy of target creature. Those creatures have no name and are Clones in addition to their other types.

131/540 MR  
MVB • EN • MARVEL COMICS

## Spiderverse



Universe

MARVEL

Add all Spiderverse 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.

131/540 MR  
MVB • EN • MARVEL COMICS

## Darkest Secrets



Instant

MARVEL

You may pay 1 ♦♦ rather than pay this spell's mana cost.  
Reveal the top four cards of your library. An opponent chooses one of those cards and you choose another. Put the chosen cards into your hand, and the rest into your graveyard.

108/540 MR  
MV • EN • MARVEL COMICS

## Dimensional Rift



Sorcery

MARVEL

Draw three cards. Then, you may cast up to two cards from your hand without paying their mana costs.

*"You mean, the longer I'm in your dimension, the crazier I get?"*  
— Tony Stark

132/540 MR  
MV • EN • MARVEL COMICS

## Forbidden Ritual



Sorcery

MARVEL

As an additional cost to cast this spell, discard two cards or pay 3. Target player draws three cards.

*"You probably shouldn't have seen that."*  
— Loki Laufeyson

133/540 MR  
MV • EN • MARVEL COMICS

## Learn from the Past



Sorcery

MARVEL

Until end of turn, you may cast noncreature cards from your graveyard.  
If a card would be put into your graveyard from anywhere this turn, exile that card instead.

134/540 MR  
MV • EN • MARVEL COMICS

## Macabre Experiments



Enchantment

MARVEL

At the beginning of your upkeep, shuffle your library. Then exile the top card of your library. Until end of turn, you may play that card without paying its mana cost.

*"I don't know who you are. But I know I don't like you."*  
— Hank McCoy (Earth-295)

101/540 MR  
MV • EN • MARVEL COMICS



**Magus** 3



**Legendary Planeswalker — Magus** MARVEL

**+1** : Draw a card, then discard a card.

**-X** : Search your library for a sorcery card with converted mana cost X or less and cast it without paying its mana cost. Then shuffle your library.

**-7** : You get an emblem with “Whenever you cast a spell, you may draw two cards.”

094/540 MR  
MV • EN • MARVEL COMICS

**Maker's Power**



**Instant** MARVEL

Until end of turn, artifacts you control gain “**C**: Add **◇**.”

*“I know you. I felt your presence and recognized enough of it... not all... just enough to know.”*  
— Reed Richards (Earth-1610)

109/540 MR  
MV • EN • MARVEL COMICS

**Memory Resurgence** 2



**Instant** MARVEL

As an additional cost to cast this spell, return a creature you control to its owner's hand.

Draw two cards.

*“Some improvisation will be needed from you.”*  
— Queen Veranke

110/540 MR  
MV • EN • MARVEL COMICS

**Mental Assault** 1



**Enchantment — Aura** MARVEL

Enchant creature  
You control enchanted creature.  
Enchanted creature can't attack.

*“If you will not take responsibility for yourself, Magneto... then God help me I will!”*  
— Charles Xavier

100/540 MR  
MV • EN • MARVEL COMICS

**Mental Misdirection** 2



**Instant** MARVEL

Look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.

Draw a card.

111/540 MR  
MV • EN • MARVEL COMICS

**Mystical Arts** 3



**Instant** MARVEL

Counter target spell.

You may cast a card from your hand with converted mana cost 3 or less or a card you own in exile with converted mana cost 3 or less without paying its mana cost.

*“There is no right or wrong in this debate. It is simply a matter of perspective”*  
— Stephen Strange

112/540 MR  
MV • EN • MARVEL COMICS

**Mystical Communion** 2



**Sorcery** MARVEL

Target player draws three cards. Then that player discards two cards unless they control a Mystic creature. If that player does, that player exiles a card from their hand instead.

*“Whatever concerns voodoo concerns me.”*  
— Doctor Voodoo

135/540 MR  
MV • EN • MARVEL COMICS

**Mystical Denial**



**Instant** MARVEL

As an additional cost to cast this spell, tap an untapped Mystic creature you control or pay **1**.

Counter target spell.

*“There are no snowflakes in hell.”*  
— Illyana Rasputin

113/540 MR  
MV • EN • MARVEL COMICS



## Negative Pulse



Instant

MARVEL

Counter target spell. If a spell is countered in this way, shuffle Negative Pulse into its owner's library as it resolves.

Draw a card.

"Give me your power, I wish to feast upon it."  
— Annihilus

114/540 MR  
MV • EN • MARVEL COMICS

## Oh My Stars and Garters!



Instant

MARVEL

Counter target spell with converted mana cost less than or equal to the number of cards in your graveyard.

"Oh my stars and garters!"  
— Hank McCoy

115/540 MR  
MV • EN • MARVEL COMICS

## Paradox Rift



Sorcery — Event

MARVEL

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

Return all creatures and all planeswalkers to their owners' hands.

"Spider-Man is a great chapter in our history, and you're not even a footnote."  
— Migeul O'Hara

136/540 MR  
MVB • EN • MARVEL COMICS

## 2099



Universe

MARVEL

Add all 2099 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.

136/540 MR  
MVB • EN • MARVEL COMICS

## Phoenix Force



Instant

MARVEL

You may return a Cosmic creature you control to its owner's hand rather than pay this spell's mana cost.

Counter target spell unless its controller pays 2.

116/540 MR  
MV • EN • MARVEL COMICS

## Portal to Everywhere



Legendary Artifact

MARVEL

At the beginning of each player's upkeep, that player puts the top card of their library into their graveyard. If a creature card is put into a graveyard in this way, Portal to Everywhere becomes a copy of that creature, except it keeps this ability.

"For once I am at a loss for words"  
— Reed Richards

102/540 MR  
MV • EN • MARVEL COMICS

## Power of the Magus



Instant

MARVEL

As an additional cost to cast this spell, remove a loyalty counter from a planeswalker you control or pay 2. Counter target noncreature spell.

"I am the Magus. I'm here to save you. We all are."  
— The Magus

117/540 MR  
MV • EN • MARVEL COMICS

## Precognitive Awareness



Instant

MARVEL

Draw three cards. Unless you paid ♦♦♦ to cast this spell, skip your next two draw steps.

"She won't find it. Because to find something that's invisible...you need to have invisible eyes."  
— Blindfold

118/540 MR  
MV • EN • MARVEL COMICS



## Pre-emptive Strike



Instant

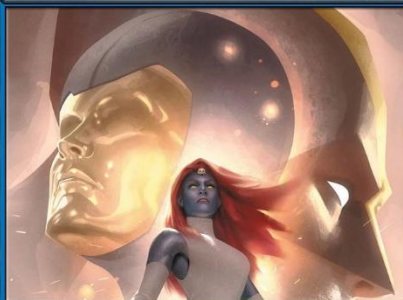
MARVEL

Counter target creature spell. If \* was spent to cast this spell, create a 1/1 white Agent creature token.

*"Listen to me... All of you... This doesn't end 'till every last one of them dies! You hear me?!"*  
— Clint Barton

119/540 MR  
MV • EN • MARVEL COMICS

## Preordain



Sorcery

MARVEL

Scry 2, then draw a card.

*"If you are hearing my voice, then Wolverine is dead. His end will bring together a group of lost souls, some evil, some merely broken. You must make them yours, Raven, and twist them to your ends."*  
— Irene Adler

137/540 MR  
MV • EN • MARVEL COMICS

## Protective Shield



Instant

MARVEL

Counter target spell or activated ability that targets one or more creatures you control.

Draw a card.

*"This hurts me a lot more than it hurts you."*  
— Steve Rogers

121/540 MR  
MV • EN • MARVEL COMICS

## Psionic Audience



Instant

MARVEL

For each generic mana in this spell's total cost, you may tap an untapped Psion creature you control rather than pay that mana.

Draw X cards.

*"Let us talk of time lost and gained."*  
— Stryfe

120/540 MR  
MV • EN • MARVEL COMICS

## Psychic Conditioning



Sorcery

MARVEL

Search target opponent's library for a creature card and exile it face down. Then that player shuffles their library. For as long as that card remains exiled, you may look at it, you may cast it, and you may spend mana as though it were mana of any type to cast it.

138/540 MR  
MV • EN • MARVEL COMICS

## Read Thoughts



Sorcery

MARVEL

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

Look at target player's hand.

Draw a card.

*"Oh, I have a knack for intuiting things. That's all."*  
— Jean Grey

139/540 MR  
MV • EN • MARVEL COMICS

## Seek the Stones



Sorcery

MARVEL

Create two Infinity Shards, colorless artifact tokens with "♦, Sacrifice Infinity Shard: Add one mana of any color."

*"I hold the galaxy in my palm, ready to crush it!"*  
— Thanos

140/540 MR  
MV • EN • MARVEL COMICS

## Shadow King's Will



Legendary Enchantment — Aura

MARVEL

Enchant creature  
You control enchanted creature.  
When enchanted creature dies, shuffle Shadow King's Will into its owner's library.

*"Miss me, Charles? I have, you."*  
— Shadow King

099/540 MR  
MV • EN • MARVEL COMICS



## Sinister Machinations

3



Sorcery

MARVEL

Each player reveals the top two cards of their library. Choose one of those cards with converted mana cost 4 or less and cast it without paying its mana cost. Then, each player shuffles their library.

141/540 MR  
MV • EN • MARVEL COMICS



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## Stranger

2



Legendary Planeswalker — Stranger

MARVEL

- +2** Exile target creature, then return it to the battlefield under its owner's control.
- 2** Look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Exile the rest.
- 8** Distribute three +1/+1 counters amongst up to three target creatures. Gain control of those creatures.

3

095/540 MR  
MV • EN • MARVEL COMICS



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## Sudden Infiltration

2



Instant

MARVEL

Put a creature card from your hand onto the battlefield. Turn it face down at the beginning of the next end step. *(A face down creature is a 2/2 creature.)*

*"It was written a world of blue would be the home for all that believed."*  
— Queen Veranke

122/540 MR  
MV • EN • MARVEL COMICS



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## Summon Knowledge

1



Instant

MARVEL

Look at the top five cards of your library. You may cast a spell with converted mana cost 2 or less from among them without paying its mana cost. Put the rest on the bottom of your library in any order.

123/540 MR  
MV • EN • MARVEL COMICS



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## Supreme Authority

3



Instant

MARVEL

This spell can't be countered by spells or abilities.

Counter up to one target spell, up to one target activated ability and up to one target triggered ability.

*"I will savor the taste of her for quite some time."*  
— Karl Mordo

124/540 MR  
MV • EN • MARVEL COMICS



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## Temporal Rift

1



Sorcery

MARVEL

Cast this spell only if an opponent has lost 5 or more life this turn. *(Damage causes loss of life.)*

Take an extra turn after this one.

*"My triumph is a hollow one as long as the twentieth century escapes my tyranny!"*  
— Kang the Conqueror

142/540 MR  
MV • EN • MARVEL COMICS



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## Time Dilution

1



Instant

MARVEL

Put target instant or sorcery spell on top of its owner's library unless it's controller pays 2.

*"It never occurred to me to try and merge with my own insanity."*  
— David Haller

125/540 MR  
MV • EN • MARVEL COMICS



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## Titan's Power

1



Instant

MARVEL

Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. *(You may cast that card from your graveyard for its flashback cost. Then exile it.)*

Draw a card.

126/540 MR  
MV • EN • MARVEL COMICS



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**Uatu, Silent Observer** 2



Legendary Planeswalker — Uatu

**+1** : Draw two cards, then exile a card from your hand.

**-1** : Until your next turn, creatures can't attack Uatu, Silent Observer.

**-8** : Draw seven cards.

096/540 MR  
MV • EN • MARVEL COMICS

**Uatu, the Watcher** 1



Legendary Planeswalker — Uatu

**+1** : Each player draws a card, then exiles a card from their hand.

**-1** : Until your next turn, creatures can't attack you or a planeswalker you control unless their controller pays 2 for each creature they control that's attacking you or a planeswalker you control.

**-7** : You get an emblem with "At the beginning of your upkeep, return all creatures you don't control to their owners' hands."

098/540 MR  
MV • EN • MARVEL COMICS

**Uatu, Witness to the End** 3



Legendary Planeswalker — Uatu

**+1** : Tap target permanent. It doesn't untap during its controller's next untap step.

**-2** : Look at the top two cards of your library. Put one of them into your hand, exile the other.

**-7** : Shuffle all other nonland permanents into their owners' libraries.

097/540 MR  
MV • EN • MARVEL COMICS

**Vapors of Valtorr** 2



Instant

You may cast this spell from exile. Tap all creatures your opponents control. Draw a card.

*"By the dread Vapors of Valtorr!"*  
— Stephen Strange

127/540 MR  
MV • EN • MARVEL COMICS

**Vigorous Research** 1



Instant

Look at the top four cards of your library. Put one of them into your hand and exile the rest.

*"If we rush things, then I'm afraid there is a small risk of you mutating into a giant insect..."*  
— Hank Pym

128/540 MR  
MV • EN • MARVEL COMICS