MARVEL

SPIDER-MAN

COMMANDER PARTY

MAGIC
THE GATHERING

SUPER HERO

SPIDER-MAN, PETER PARKER

Each creature spell you cast has web-slinging. Its web-slinging cost is equal to its mana cost minus ⓵. *(You may cast a spell for its web-slinging cost if you also return a tapped creature you control to its owner's hand.)*

Infinity — ⓪: The next spell you cast this turn has web-slinging 1. Activate only during your turn and only once each turn.

SPIDER-MAN, MILES MORALES

Whenever a land you control enters, put a +1/+1 counter on up to one target creature.

Infinity — If you would put one or more +1/+1 counters on a creature you control, put twice that many +1/+1 counters on that creature instead.

SUPER HERO

GHOST-SPIDER

Whenever you cast your second spell during your turn, create a Treasure token.

Infinity — At the beginning of your upkeep, exile the top three cards of your library. You may cast a spell from among them without paying its mana cost. You may play the rest until end of turn.

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SUPER HERO

SPIDER-MAN NOIR

Sacrifice a nonland permanent: Draw a card. Activate only once each turn and only during your turn.

Infinity — Sacrifice a nonland permanent: Draw ⊗ cards, where ⊗ is the sacrificed permanent's mana value. Activate only during your turn and only once each turn.

SUPER HERO

SPIDER-MAN 2099

Whenever you cast a noncreature spell, surveil ①. *(Look at the top card of your library. You may put it into your graveyard.)*

Infinity — You may look at the top card of your library any time. You may play cards from the top of your library.

SPIDER-WOMAN

Whenever you attack, target creature gains double strike until end of turn.

Infinity — During your turn, creatures you control have double strike and haste.

SUPER VILLAIN

DOC OCK

⑤: If you have fewer than eight cards in hand, draw cards equal to the difference. Activate only as a sorcery.

Whenever you draw your third card in a turn, capture Doc Ock. You have no maximum hand size for the rest of the game.

SCORPION

Sacrifice a creature: Target creature gets -1/-1 until end of turn. Activate only as a sorcery.

Whenever a creature dies, if two or more other creatures died this turn, capture Scorpion, then each opponent loses 5 life.

SUPER VILLAIN

CARNAGE

②: Target creature can't be blocked this turn. Activate only as a sorcery.

At the beginning of your second main phase, if creatures you control dealt combat damage to each opponent this turn, capture Carnage, then goad all creatures your opponents control with power 3 or less. *(Until your next turn, those creatures attack each combat if able and attack a player other than you if able.)*

SANDMAN

③: Look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. Activate only as a sorcery.

Whenever a land you control enters, if a basic land and a nonbasic land entered the battlefield under your control this turn, capture Sandman, then you may sacrifice up to three lands. If you do, search your library for up to that many land cards, put them onto the battlefield, then shuffle.

ELECTRO

③: Add ◇◇◇◇◇. Activate only once each turn. Whenever you expend 8, capture Electro. (You expend 8 when you spend your eighth mana on spells in a turn.)

When you capture Electro, exile the top card of your library. Until the end of your next turn, you may play that card. If you cast a spell this way, mana of any type can be spent to cast it.

RHINO

Whenever you attack, put a +1/+1 counter on target creature you control. It gains trample until end of turn. Then if you control a creature with power 4 or greater, capture Rhino. When you do, put an indestructible counter on target creature.

VULTURE

❷: Target creature gains flying until end of turn. Activate only as a sorcery.

Whenever you attack with three or more creatures with flying, capture Vulture, then draw two cards.

SHOCKER

②: When you cast your next spell this turn, Shocker deals damage equal to that spell's mana value to each opponent.

Whenever a source you control deals 4 or more damage to an opponent, capture Shocker. When you do, for each opponent, Shocker deals 3 damage to up to one target creature that player controls.

THE LIZARD

②: Target creature you control loses all abilities and becomes a green Lizard creature with base power and toughness 4/4. Put a trample counter on it. Activate only as a sorcery.

At the beginning of your second main phase, if you control two or more Lizard creatures, capture The Lizard. When you do, up to one target creature an opponent controls that isn't a commander becomes a green Lizard creature with base power and toughness 4/4. It loses all abilities.

CHAMELEON

X: Target creature you control becomes a copy of target creature with mana value X or less an opponent controls until end of turn. Activate only as a sorcery and only once each turn.

Whenever a creature you control deals combat damage to a player, if it has the same name as a creature that player controls, capture Chameleon, then create a token that's a copy of a creature you control.

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GREEN GOBLIN

Discard your hand: Draw five cards. Activate only once each turn.

Whenever you discard your fifth card this turn, capture Green Goblin, then each opponent sacrifices a creature of their choice.

SUPER VILLAIN

PROWLER

③: Target creature you control has base power 1 until end of turn.

Whenever one or more creatures you control with base power 1 or less deal combat damage to one or more players, capture Prowler. When you do, choose one of those creatures. It connives 2. *(Draw two cards, then discard two cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)*

THE SPOT

④: Exile target creature you control. Reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield. Put the rest on the bottom of your library in a random order.

Whenever a creature leaves the battlefield without dying, capture The Spot. When you do, target creature's controller puts it on their choice of the top or bottom of their library.