

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast

Alex Wilder, Runaway

1



Legendary Creature — Human Hero Villain

Whenever Alex Wilder or another creature you control enters, if you cast it from anywhere other than your hand, it gets +2/+0 and gains haste until end of turn.
Escape—2, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

1/3

U 0677
MSC · EN · TYLER WALPOLE

© MARVEL
TM & © 2026 Wizards of the Coast