Viv Vision, Teen Synthezoid 3



Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3



Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3



Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3



Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast

Viv Vision, Teen Synthezoid 3

Legendary Artifact Creature — Robot Hero M

Flying

Cybernetic Senses — Whenever Viv Vision attacks, draw a card if her power is 4 or greater.

Power-up — 7: Put two +1/+1 counters on Viv Vision. *(Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)*

2/2

U 0256
MSH • EN Nereida

© MARVEL
™ & © 2026 Wizards of the Coast