

Damage Control Crew

3



Creature — Human Citizen

When this creature enters, choose one —

- *Repair* — Return target card with mana value 4 or greater from your graveyard to your hand.
- *Impound* — Exile target artifact or enchantment.

*“We got two hours until Spidey’s webbing dissolves. I need engineers on-site now.”*

3/3

U 0099

SPM • EN

BORIA PINDADO

© MARVEL

™ & © 2025 Wizards of the Coast

Damage Control Crew

3



Creature — Human Citizen

When this creature enters, choose one —

- *Repair* — Return target card with mana value 4 or greater from your graveyard to your hand.
- *Impound* — Exile target artifact or enchantment.

*“We got two hours until Spidey’s webbing dissolves. I need engineers on-site now.”*

3/3

U 0099

SPM • EN

BORIA PINDADO

© MARVEL

™ & © 2025 Wizards of the Coast

Damage Control Crew

3



Creature — Human Citizen

When this creature enters, choose one —

- *Repair* — Return target card with mana value 4 or greater from your graveyard to your hand.
- *Impound* — Exile target artifact or enchantment.

*“We got two hours until Spidey’s webbing dissolves. I need engineers on-site now.”*

3/3

U 0099

SPM • EN

BORIA PINDADO

© MARVEL

™ & © 2025 Wizards of the Coast

Damage Control Crew

3



Creature — Human Citizen

When this creature enters, choose one —

- *Repair* — Return target card with mana value 4 or greater from your graveyard to your hand.
- *Impound* — Exile target artifact or enchantment.

*“We got two hours until Spidey’s webbing dissolves. I need engineers on-site now.”*

3/3

U 0099

SPM • EN

BORIA PINDADO

© MARVEL

™ & © 2025 Wizards of the Coast