Too Evil to Stay Dead



Sorcery

Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*

Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.

U 0118
MSH • EN Ioannis Fiore

© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead



Sorcery

Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*

Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.

U 0118
MSH • EN Ioannis Fiore

© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead



Sorcery

Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*

Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.

U 0118
MSH • EN Ioannis Fiore

© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead



Sorcery

Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*

Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.

U 0118
MSH • EN Ioannis Fiore

© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast

Too Evil to Stay Dead
Sorcery
Teamwork 4 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)*
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.
U 0118
MSH • EN Ioannis Fiore
© MARVEL
™ & © 2026 Wizards of the Coast