Doom Reigns Supreme



Enchantment — Plan

Whenever a Villain you control enters, each opponent loses 1 life and you gain 1 life. Put a plan counter on this enchantment.

When the fifth plan counter is put on this enchantment, sacrifice it. When you do, target opponent exiles the top five cards of their library. You may cast up to two spells from among the exiled cards without paying their mana costs.

R 0096
MSH • EN ✒ Alexander Gering
© MARVEL
™ & © 2026 Wizards of the Coast

Doom Reigns Supreme

Enchantment — Plan

Whenever a Villain you control enters, each opponent loses 1 life and you gain 1 life. Put a plan counter on this enchantment.

When the fifth plan counter is put on this enchantment, sacrifice it. When you do, target opponent exiles the top five cards of their library. You may cast up to two spells from among the exiled cards without paying their mana costs.

R 0096
MSH • EN ✒ Alexander Gering
© MARVEL
™ & © 2026 Wizards of the Coast

Doom Reigns Supreme

Enchantment — Plan

Whenever a Villain you control enters, each opponent loses 1 life and you gain 1 life. Put a plan counter on this enchantment.

When the fifth plan counter is put on this enchantment, sacrifice it. When you do, target opponent exiles the top five cards of their library. You may cast up to two spells from among the exiled cards without paying their mana costs.

R 0096
MSH • EN ✒ Alexander Gering
© MARVEL
™ & © 2026 Wizards of the Coast

Doom Reigns Supreme

Enchantment — Plan

Whenever a Villain you control enters, each opponent loses 1 life and you gain 1 life. Put a plan counter on this enchantment.

When the fifth plan counter is put on this enchantment, sacrifice it. When you do, target opponent exiles the top five cards of their library. You may cast up to two spells from among the exiled cards without paying their mana costs.

R 0096
MSH • EN ✒ Alexander Gering
© MARVEL
™ & © 2026 Wizards of the Coast