Doombot Harbinger



Artifact Creature — Robot Villain

Flying

When this creature enters, you may mill four cards. *(You may put the top four cards of your library into your graveyard.)*

When this creature dies, you may exile this card. When you do, return target creature card from your graveyard to your hand.

2/1

U 0655
MSC • EN ▶ Myles Wohl

© MARVEL
™ & © 2026 Wizards of the Coast

Doombot Harbinger

Artifact Creature — Robot Villain

Flying

When this creature enters, you may mill four cards. *(You may put the top four cards of your library into your graveyard.)*

When this creature dies, you may exile this card. When you do, return target creature card from your graveyard to your hand.

2/1

U 0655
MSC • EN ▶ Myles Wohl

© MARVEL
™ & © 2026 Wizards of the Coast

Doombot Harbinger

Artifact Creature — Robot Villain

Flying

When this creature enters, you may mill four cards. *(You may put the top four cards of your library into your graveyard.)*

When this creature dies, you may exile this card. When you do, return target creature card from your graveyard to your hand.

2/1

U 0655
MSC • EN ▶ Myles Wohl

© MARVEL
™ & © 2026 Wizards of the Coast

Doombot Harbinger

Artifact Creature — Robot Villain

Flying

When this creature enters, you may mill four cards. *(You may put the top four cards of your library into your graveyard.)*

When this creature dies, you may exile this card. When you do, return target creature card from your graveyard to your hand.

2/1

U 0655
MSC • EN ▶ Myles Wohl

© MARVEL
™ & © 2026 Wizards of the Coast

Doombot Harbinger

Artifact Creature — Robot Villain

Flying

When this creature enters, you may mill four cards. *(You may put the top four cards of your library into your graveyard.)*

When this creature dies, you may exile this card. When you do, return target creature card from your graveyard to your hand.

2/1

U 0655
MSC • EN ▶ Myles Wohl

© MARVEL
™ & © 2026 Wizards of the Coast