**Feebleness** {1}{B}



Enchantment — Aura

Flash *(You may play this spell any time you could play an instant.)*
Enchant creature
Enchanted creature gets -2/-1.
*Just a small touch of magic can harness the debilitating power of Urborg's poisonous winds.*

Kev Walker
™ & © 1993–2006 Wizards of the Coast, Inc. 110/301

**Feebleness** {1}{B}

Enchantment — Aura

Flash *(You may play this spell any time you could play an instant.)*
Enchant creature
Enchanted creature gets -2/-1.
*Just a small touch of magic can harness the debilitating power of Urborg's poisonous winds.*

Kev Walker
™ & © 1993–2006 Wizards of the Coast, Inc. 110/301

**Feebleness** {1}{B}

Enchantment — Aura

Flash *(You may play this spell any time you could play an instant.)*
Enchant creature
Enchanted creature gets -2/-1.
*Just a small touch of magic can harness the debilitating power of Urborg's poisonous winds.*

Kev Walker
™ & © 1993–2006 Wizards of the Coast, Inc. 110/301

**Feebleness** {1}{B}

Enchantment — Aura

Flash *(You may play this spell any time you could play an instant.)*
Enchant creature
Enchanted creature gets -2/-1.
*Just a small touch of magic can harness the debilitating power of Urborg's poisonous winds.*

Kev Walker
™ & © 1993–2006 Wizards of the Coast, Inc. 110/301

**Feebleness** {1}{B}

Enchantment — Aura

Flash *(You may play this spell any time you could play an instant.)*
Enchant creature
Enchanted creature gets -2/-1.
*Just a small touch of magic can harness the debilitating power of Urborg's poisonous winds.*

Kev Walker
™ & © 1993–2006 Wizards of the Coast, Inc. 110/301

**Feebleness** {1}{B}

Enchantment — Aura

Flash *(You may play this spell any time you could play an instant.)*
Enchant creature
Enchanted creature gets -2/-1.
*Just a small touch of magic can harness the debilitating power of Urborg's poisonous winds.*

Kev Walker
™ & © 1993–2006 Wizards of the Coast, Inc. 110/301

**Feebleness** {1}{B}

Enchantment — Aura

Flash *(You may play this spell any time you could play an instant.)*
Enchant creature
Enchanted creature gets -2/-1.
*Just a small touch of magic can harness the debilitating power of Urborg's poisonous winds.*

Kev Walker
™ & © 1993–2006 Wizards of the Coast, Inc. 110/301

**Feebleness** {1}{B}

Enchantment — Aura

Flash *(You may play this spell any time you could play an instant.)*
Enchant creature
Enchanted creature gets -2/-1.
*Just a small touch of magic can harness the debilitating power of Urborg's poisonous winds.*

Kev Walker
™ & © 1993–2006 Wizards of the Coast, Inc. 110/301

**Feebleness** {1}{B}

Enchantment — Aura

Flash *(You may play this spell any time you could play an instant.)*
Enchant creature
Enchanted creature gets -2/-1.
*Just a small touch of magic can harness the debilitating power of Urborg's poisonous winds.*

Kev Walker
™ & © 1993–2006 Wizards of the Coast, Inc. 110/301