Meek Attack



Enchantment

1 : You may put a creature card with total power and toughness 5 or less from your hand onto the battlefield. That creature gains haste. At the beginning of the next end step, sacrifice that creature.

"Charge! Aim for the cuticles!"

M 0151
ECL • EN ✍ Karl Kopinski

™ & © 2026 Wizards of the Coast

Meek Attack

Enchantment

1 : You may put a creature card with total power and toughness 5 or less from your hand onto the battlefield. That creature gains haste. At the beginning of the next end step, sacrifice that creature.

"Charge! Aim for the cuticles!"

M 0151
ECL • EN ✍ Karl Kopinski

™ & © 2026 Wizards of the Coast

Meek Attack

Enchantment

1 : You may put a creature card with total power and toughness 5 or less from your hand onto the battlefield. That creature gains haste. At the beginning of the next end step, sacrifice that creature.

"Charge! Aim for the cuticles!"

M 0151
ECL • EN ✍ Karl Kopinski

™ & © 2026 Wizards of the Coast

Meek Attack

Enchantment

1 : You may put a creature card with total power and toughness 5 or less from your hand onto the battlefield. That creature gains haste. At the beginning of the next end step, sacrifice that creature.

"Charge! Aim for the cuticles!"

M 0151
ECL • EN ✍ Karl Kopinski

™ & © 2026 Wizards of the Coast

Meek Attack



Enchantment

1 : You may put a creature card with total power and toughness 5 or less from your hand onto the battlefield. That creature gains haste. At the beginning of the next end step, sacrifice that creature.

"Charge! Aim for the cuticles!"

M 0151
ECL • EN ✍ Karl Kopinski

™ & © 2026 Wizards of the Coast