The Flesh Is Weak



Enchantment

When The Flesh Is Weak enters the battlefield, put a +1/+1 counter on each creature you control.

Creatures you control with +1/+1 counters on them are artifacts in addition to their other types.

Nonartifact creatures get -1/-1.

122/168 R
40K • EN
GAMES WORKSHOP
© GW
™ & © 2022 Wizards of the Coast

The Flesh Is Weak

Enchantment

When The Flesh Is Weak enters the battlefield, put a +1/+1 counter on each creature you control.

Creatures you control with +1/+1 counters on them are artifacts in addition to their other types.

Nonartifact creatures get -1/-1.

122/168 R
40K • EN
GAMES WORKSHOP
© GW
™ & © 2022 Wizards of the Coast

The Flesh Is Weak

Enchantment

When The Flesh Is Weak enters the battlefield, put a +1/+1 counter on each creature you control.

Creatures you control with +1/+1 counters on them are artifacts in addition to their other types.

Nonartifact creatures get -1/-1.

122/168 R
40K • EN
GAMES WORKSHOP
© GW
™ & © 2022 Wizards of the Coast

The Flesh Is Weak

Enchantment

When The Flesh Is Weak enters the battlefield, put a +1/+1 counter on each creature you control.

Creatures you control with +1/+1 counters on them are artifacts in addition to their other types.

Nonartifact creatures get -1/-1.

122/168 R
40K • EN
GAMES WORKSHOP
© GW
™ & © 2022 Wizards of the Coast

The Flesh Is Weak

Enchantment

When The Flesh Is Weak enters the battlefield, put a +1/+1 counter on each creature you control.

Creatures you control with +1/+1 counters on them are artifacts in addition to their other types.

Nonartifact creatures get -1/-1.

122/168 R
40K • EN
GAMES WORKSHOP
© GW
™ & © 2022 Wizards of the Coast

The Flesh Is Weak

Enchantment

When The Flesh Is Weak enters the battlefield, put a +1/+1 counter on each creature you control.

Creatures you control with +1/+1 counters on them are artifacts in addition to their other types.

Nonartifact creatures get -1/-1.

122/168 R
40K • EN
GAMES WORKSHOP
© GW
™ & © 2022 Wizards of the Coast

The Flesh Is Weak

Enchantment

When The Flesh Is Weak enters the battlefield, put a +1/+1 counter on each creature you control.

Creatures you control with +1/+1 counters on them are artifacts in addition to their other types.

Nonartifact creatures get -1/-1.

122/168 R
40K • EN
GAMES WORKSHOP
© GW
™ & © 2022 Wizards of the Coast

The Flesh Is Weak

Enchantment

When The Flesh Is Weak enters the battlefield, put a +1/+1 counter on each creature you control.

Creatures you control with +1/+1 counters on them are artifacts in addition to their other types.

Nonartifact creatures get -1/-1.

122/168 R
40K • EN
GAMES WORKSHOP
© GW
™ & © 2022 Wizards of the Coast

The Flesh Is Weak

Enchantment

When The Flesh Is Weak enters the battlefield, put a +1/+1 counter on each creature you control.

Creatures you control with +1/+1 counters on them are artifacts in addition to their other types.

Nonartifact creatures get -1/-1.

122/168 R
40K • EN
GAMES WORKSHOP
© GW
™ & © 2022 Wizards of the Coast