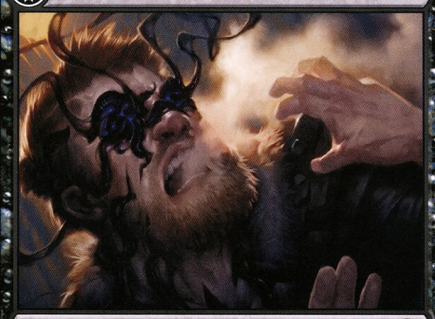
Curse of Leeches



Enchantment — Aura Curse

Enchant player

As this permanent transforms into Curse of Leeches, attach it to a player.

At the beginning of enchanted player's upkeep, they lose 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

4/4

094/277 R
MID • EN ✒ Uriah Voth

™ & © 2021 Wizards of the Coast

Curse of Leeches

Enchantment — Aura Curse

Enchant player

As this permanent transforms into Curse of Leeches, attach it to a player.

At the beginning of enchanted player's upkeep, they lose 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

4/4

094/277 R
MID • EN ✒ Uriah Voth

™ & © 2021 Wizards of the Coast

Curse of Leeches

Enchantment — Aura Curse

Enchant player

As this permanent transforms into Curse of Leeches, attach it to a player.

At the beginning of enchanted player's upkeep, they lose 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

4/4

094/277 R
MID • EN ✒ Uriah Voth

™ & © 2021 Wizards of the Coast

Curse of Leeches

Enchantment — Aura Curse

Enchant player

As this permanent transforms into Curse of Leeches, attach it to a player.

At the beginning of enchanted player's upkeep, they lose 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

4/4

094/277 R
MID • EN ✒ Uriah Voth

™ & © 2021 Wizards of the Coast

Curse of Leeches

Enchantment — Aura Curse

Enchant player

As this permanent transforms into Curse of Leeches, attach it to a player.

At the beginning of enchanted player's upkeep, they lose 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

4/4

094/277 R
MID • EN ✒ Uriah Voth

™ & © 2021 Wizards of the Coast

Curse of Leeches

Enchantment — Aura Curse

Enchant player

As this permanent transforms into Curse of Leeches, attach it to a player.

At the beginning of enchanted player's upkeep, they lose 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

4/4

094/277 R
MID • EN ✒ Uriah Voth

™ & © 2021 Wizards of the Coast

Curse of Leeches

Enchantment — Aura Curse

Enchant player

As this permanent transforms into Curse of Leeches, attach it to a player.

At the beginning of enchanted player's upkeep, they lose 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

4/4

094/277 R
MID • EN ✒ Uriah Voth

™ & © 2021 Wizards of the Coast

Curse of Leeches

Enchantment — Aura Curse

Enchant player

As this permanent transforms into Curse of Leeches, attach it to a player.

At the beginning of enchanted player's upkeep, they lose 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

4/4

094/277 R
MID • EN ✒ Uriah Voth

™ & © 2021 Wizards of the Coast

Curse of Leeches

Enchantment — Aura Curse

Enchant player

As this permanent transforms into Curse of Leeches, attach it to a player.

At the beginning of enchanted player's upkeep, they lose 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

4/4

094/277 R
MID • EN ✒ Uriah Voth

™ & © 2021 Wizards of the Coast