Jade Leech 2



Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2



Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2



Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2



Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5

Jade Leech 2

Creature — Leech

Green spells you play cost more to play.

"It took magic to extract one of the stones and five people to carry it."
—Tolarian research notes

Illus. John Howe
©1993–2000 Wizards of the Coast, Inc. 190/350
5/5