

Pithing Needle

1



Artifact



As Pithing Needle comes into play, name a card.

Activated abilities of the named card can't be played unless they're mana abilities.

Pete Venters

TM & © 1993-2005 Wizards of the Coast, Inc. 158/165

Pithing Needle

1



Artifact



As Pithing Needle comes into play, name a card.

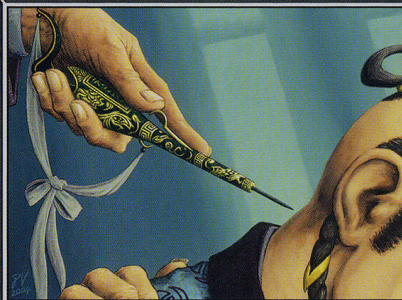
Activated abilities of the named card can't be played unless they're mana abilities.

Pete Venters

TM & © 1993-2005 Wizards of the Coast, Inc. 158/165

Pithing Needle

1



Artifact



As Pithing Needle comes into play, name a card.

Activated abilities of the named card can't be played unless they're mana abilities.

Pete Venters

TM & © 1993-2005 Wizards of the Coast, Inc. 158/165

Pithing Needle

1



Artifact



As Pithing Needle comes into play, name a card.

Activated abilities of the named card can't be played unless they're mana abilities.

Pete Venters

TM & © 1993-2005 Wizards of the Coast, Inc. 158/165

Pithing Needle

1



Artifact



As Pithing Needle comes into play, name a card.

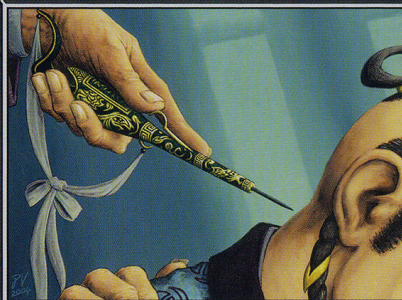
Activated abilities of the named card can't be played unless they're mana abilities.

Pete Venters

TM & © 1993-2005 Wizards of the Coast, Inc. 158/165

Pithing Needle

1



Artifact



As Pithing Needle comes into play, name a card.

Activated abilities of the named card can't be played unless they're mana abilities.

Pete Venters

TM & © 1993-2005 Wizards of the Coast, Inc. 158/165

Pithing Needle

1



Artifact



As Pithing Needle comes into play, name a card.

Activated abilities of the named card can't be played unless they're mana abilities.

Pete Venters

TM & © 1993-2005 Wizards of the Coast, Inc. 158/165

Pithing Needle

1



Artifact



As Pithing Needle comes into play, name a card.

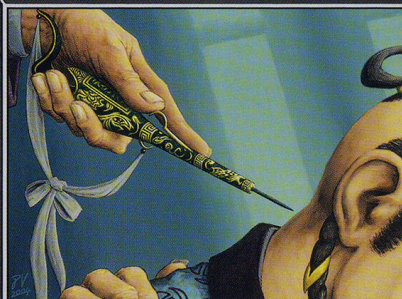
Activated abilities of the named card can't be played unless they're mana abilities.

Pete Venters

TM & © 1993-2005 Wizards of the Coast, Inc. 158/165

Pithing Needle

1



Artifact



As Pithing Needle comes into play, name a card.

Activated abilities of the named card can't be played unless they're mana abilities.

Pete Venters

TM & © 1993-2005 Wizards of the Coast, Inc. 158/165