

Needlebite Trap

5



Instant — Trap

If an opponent gained life this turn, you may pay $\{1\}$ rather than pay Needlebite Trap's mana cost.

Target player loses 5 life and you gain 5 life.

The traps around the vampire city of Malakir hint at the thirst of its inhabitants.

Daarken

TM & © 1993-2009 Wizards of the Coast LLC 105 249

Needlebite Trap

5



Instant — Trap

If an opponent gained life this turn, you may pay $\{1\}$ rather than pay Needlebite Trap's mana cost.

Target player loses 5 life and you gain 5 life.

The traps around the vampire city of Malakir hint at the thirst of its inhabitants.

Daarken

TM & © 1993-2009 Wizards of the Coast LLC 105 249

Needlebite Trap

5



Instant — Trap

If an opponent gained life this turn, you may pay $\{1\}$ rather than pay Needlebite Trap's mana cost.

Target player loses 5 life and you gain 5 life.

The traps around the vampire city of Malakir hint at the thirst of its inhabitants.

Daarken

TM & © 1993-2009 Wizards of the Coast LLC 105 249

Needlebite Trap

5



Instant — Trap

If an opponent gained life this turn, you may pay $\{1\}$ rather than pay Needlebite Trap's mana cost.

Target player loses 5 life and you gain 5 life.

The traps around the vampire city of Malakir hint at the thirst of its inhabitants.

Daarken

TM & © 1993-2009 Wizards of the Coast LLC 105 249

Needlebite Trap

5



Instant — Trap

If an opponent gained life this turn, you may pay $\{1\}$ rather than pay Needlebite Trap's mana cost.

Target player loses 5 life and you gain 5 life.

The traps around the vampire city of Malakir hint at the thirst of its inhabitants.

Daarken

TM & © 1993-2009 Wizards of the Coast LLC 105 249

Needlebite Trap

5



Instant — Trap

If an opponent gained life this turn, you may pay $\{1\}$ rather than pay Needlebite Trap's mana cost.

Target player loses 5 life and you gain 5 life.

The traps around the vampire city of Malakir hint at the thirst of its inhabitants.

Daarken

TM & © 1993-2009 Wizards of the Coast LLC 105 249

Needlebite Trap

5



Instant — Trap

If an opponent gained life this turn, you may pay $\{1\}$ rather than pay Needlebite Trap's mana cost.

Target player loses 5 life and you gain 5 life.

The traps around the vampire city of Malakir hint at the thirst of its inhabitants.

Daarken

TM & © 1993-2009 Wizards of the Coast LLC 105 249

Needlebite Trap

5



Instant — Trap

If an opponent gained life this turn, you may pay $\{1\}$ rather than pay Needlebite Trap's mana cost.

Target player loses 5 life and you gain 5 life.

The traps around the vampire city of Malakir hint at the thirst of its inhabitants.

Daarken

TM & © 1993-2009 Wizards of the Coast LLC 105 249

Needlebite Trap

5



Instant — Trap

If an opponent gained life this turn, you may pay $\{1\}$ rather than pay Needlebite Trap's mana cost.

Target player loses 5 life and you gain 5 life.

The traps around the vampire city of Malakir hint at the thirst of its inhabitants.

Daarken

TM & © 1993-2009 Wizards of the Coast LLC 105 249