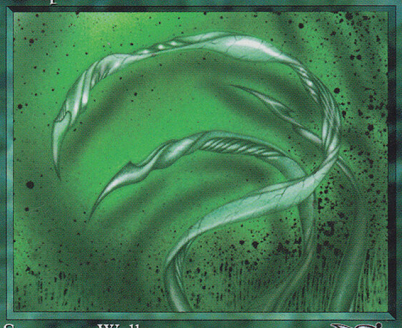
Whip Vine 2G

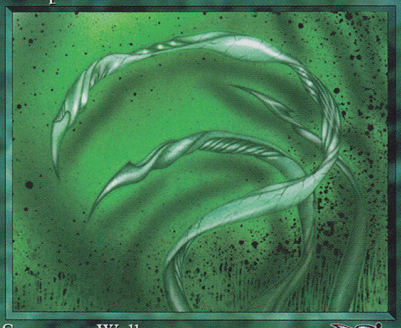


Summon Wall

Can block creatures with flying.
You may choose not to untap Whip Vine during your untap phase.
: Tap target creature with flying blocked by Whip Vine. That creature does not untap during its controller's untap phase as long as Whip Vine remains tapped.

Illus. L.A. Williams
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/4

Whip Vine 2G

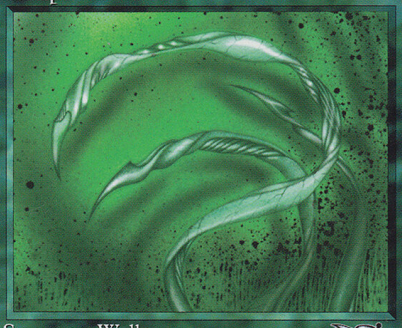


Summon Wall

Can block creatures with flying.
You may choose not to untap Whip Vine during your untap phase.
: Tap target creature with flying blocked by Whip Vine. That creature does not untap during its controller's untap phase as long as Whip Vine remains tapped.

Illus. L.A. Williams
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/4

Whip Vine 2G

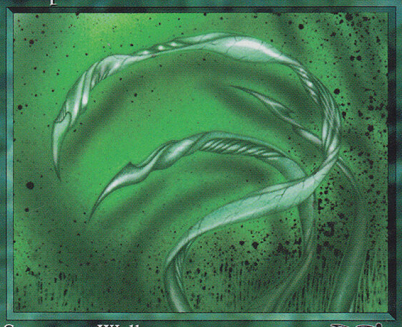


Summon Wall

Can block creatures with flying.
You may choose not to untap Whip Vine during your untap phase.
: Tap target creature with flying blocked by Whip Vine. That creature does not untap during its controller's untap phase as long as Whip Vine remains tapped.

Illus. L.A. Williams
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/4

Whip Vine 2G



Summon Wall

Can block creatures with flying.
You may choose not to untap Whip Vine during your untap phase.
: Tap target creature with flying blocked by Whip Vine. That creature does not untap during its controller's untap phase as long as Whip Vine remains tapped.

Illus. L.A. Williams
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/4