Vertigo Spawn 1U



Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U



Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U



Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U



Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165

Vertigo Spawn 1U

Creature — Illusion

Defender *(This creature can't attack.)*
Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

Ittoku

0/3

™ & © 1993–2006 Wizards of the Coast, Inc. 42/165