Whirling Dervish



Creature — Human Monk

Protection from black

At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Amid this whirling hurricane of blades, there is no calm eye in which the hapless can find shelter.

1/1

Alex Horley-Orlandelli

™ & © 1993-2007 Wizards of the Coast, Inc. 2/2-E07

Whirling Dervish

Creature — Human Monk

Protection from black

At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Amid this whirling hurricane of blades, there is no calm eye in which the hapless can find shelter.

1/1

Alex Horley-Orlandelli

™ & © 1993-2007 Wizards of the Coast, Inc. 2/2-E07

Whirling Dervish

Creature — Human Monk

Protection from black

At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Amid this whirling hurricane of blades, there is no calm eye in which the hapless can find shelter.

1/1

Alex Horley-Orlandelli

™ & © 1993-2007 Wizards of the Coast, Inc. 2/2-E07

Whirling Dervish

Creature — Human Monk

Protection from black

At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Amid this whirling hurricane of blades, there is no calm eye in which the hapless can find shelter.

1/1

Alex Horley-Orlandelli

™ & © 1993-2007 Wizards of the Coast, Inc. 2/2-E07

Whirling Dervish

Creature — Human Monk

Protection from black

At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Amid this whirling hurricane of blades, there is no calm eye in which the hapless can find shelter.

1/1

Alex Horley-Orlandelli

™ & © 1993-2007 Wizards of the Coast, Inc. 2/2-E07

Whirling Dervish

Creature — Human Monk

Protection from black

At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Amid this whirling hurricane of blades, there is no calm eye in which the hapless can find shelter.

1/1

Alex Horley-Orlandelli

™ & © 1993-2007 Wizards of the Coast, Inc. 2/2-E07

Whirling Dervish

Creature — Human Monk

Protection from black

At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Amid this whirling hurricane of blades, there is no calm eye in which the hapless can find shelter.

1/1

Alex Horley-Orlandelli

™ & © 1993-2007 Wizards of the Coast, Inc. 2/2-E07

Whirling Dervish

Creature — Human Monk

Protection from black

At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Amid this whirling hurricane of blades, there is no calm eye in which the hapless can find shelter.

1/1

Alex Horley-Orlandelli

™ & © 1993-2007 Wizards of the Coast, Inc. 2/2-E07

Whirling Dervish

Creature — Human Monk

Protection from black

At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Amid this whirling hurricane of blades, there is no calm eye in which the hapless can find shelter.

1/1

Alex Horley-Orlandelli

™ & © 1993-2007 Wizards of the Coast, Inc. 2/2-E07