Tannuk, Steadfast Second



Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second



Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second



Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second



Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast

Tannuk, Steadfast Second

Legendary Creature — Kavu Pilot

Other creatures you control have haste.

Artifact cards and red creature cards in your hand have warp 2. *(You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)*

"We're a few bones short of a skeleton crew, Sami, but we've got plenty of spine."

3/5

M 0162
EOE • EN ✍ Raymond Swanland
™ & © 2025 Wizards of the Coast