Tundra Kavu 2R



Creature — Kavu

: Target land becomes a plains or an island until end of turn.

A cross between a jaguar and an armadillo.

Illus. Matt Cavotta
™ & © 1993–2001 Wizards of the Coast, Inc. 71/143

2/2

Tundra Kavu 2R

Creature — Kavu

: Target land becomes a plains or an island until end of turn.

A cross between a jaguar and an armadillo.

Illus. Matt Cavotta
™ & © 1993–2001 Wizards of the Coast, Inc. 71/143

2/2

Tundra Kavu 2R

Creature — Kavu

: Target land becomes a plains or an island until end of turn.

A cross between a jaguar and an armadillo.

Illus. Matt Cavotta
™ & © 1993–2001 Wizards of the Coast, Inc. 71/143

2/2

Tundra Kavu 2R

Creature — Kavu

: Target land becomes a plains or an island until end of turn.

A cross between a jaguar and an armadillo.

Illus. Matt Cavotta
™ & © 1993–2001 Wizards of the Coast, Inc. 71/143

2/2

Tundra Kavu 2R

Creature — Kavu

: Target land becomes a plains or an island until end of turn.

A cross between a jaguar and an armadillo.

Illus. Matt Cavotta
™ & © 1993–2001 Wizards of the Coast, Inc. 71/143

2/2

Tundra Kavu 2R

Creature — Kavu

: Target land becomes a plains or an island until end of turn.

A cross between a jaguar and an armadillo.

Illus. Matt Cavotta
™ & © 1993–2001 Wizards of the Coast, Inc. 71/143

2/2

Tundra Kavu 2R

Creature — Kavu

: Target land becomes a plains or an island until end of turn.

A cross between a jaguar and an armadillo.

Illus. Matt Cavotta
™ & © 1993–2001 Wizards of the Coast, Inc. 71/143

2/2

Tundra Kavu 2R

Creature — Kavu

: Target land becomes a plains or an island until end of turn.

A cross between a jaguar and an armadillo.

Illus. Matt Cavotta
™ & © 1993–2001 Wizards of the Coast, Inc. 71/143

2/2

Tundra Kavu 2R

Creature — Kavu

: Target land becomes a plains or an island until end of turn.

A cross between a jaguar and an armadillo.

Illus. Matt Cavotta
™ & © 1993–2001 Wizards of the Coast, Inc. 71/143

2/2