Alpha Kavu 2



Creature — Kavu

1: Target Kavu gets -1/+1 until end of turn.

*Kavu leaders instinctively protect their herds from harm.*

Illus. Matt Cavotta
©1993–2001 Wizards of the Coast, Inc. 77/143
2/2

Alpha Kavu 2



Creature — Kavu

1: Target Kavu gets -1/+1 until end of turn.

*Kavu leaders instinctively protect their herds from harm.*

Illus. Matt Cavotta
©1993–2001 Wizards of the Coast, Inc. 77/143
2/2

Alpha Kavu 2



Creature — Kavu

1: Target Kavu gets -1/+1 until end of turn.

*Kavu leaders instinctively protect their herds from harm.*

Illus. Matt Cavotta
©1993–2001 Wizards of the Coast, Inc. 77/143
2/2

Alpha Kavu 2



Creature — Kavu

1: Target Kavu gets -1/+1 until end of turn.

*Kavu leaders instinctively protect their herds from harm.*

Illus. Matt Cavotta
©1993–2001 Wizards of the Coast, Inc. 77/143
2/2

Alpha Kavu 2



Creature — Kavu

1: Target Kavu gets -1/+1 until end of turn.

*Kavu leaders instinctively protect their herds from harm.*

Illus. Matt Cavotta
©1993–2001 Wizards of the Coast, Inc. 77/143
2/2

Alpha Kavu 2



Creature — Kavu

1: Target Kavu gets -1/+1 until end of turn.

*Kavu leaders instinctively protect their herds from harm.*

Illus. Matt Cavotta
©1993–2001 Wizards of the Coast, Inc. 77/143
2/2

Alpha Kavu 2



Creature — Kavu

1: Target Kavu gets -1/+1 until end of turn.

*Kavu leaders instinctively protect their herds from harm.*

Illus. Matt Cavotta
©1993–2001 Wizards of the Coast, Inc. 77/143
2/2

Alpha Kavu 2



Creature — Kavu

1: Target Kavu gets -1/+1 until end of turn.

*Kavu leaders instinctively protect their herds from harm.*

Illus. Matt Cavotta
©1993–2001 Wizards of the Coast, Inc. 77/143
2/2

Alpha Kavu 2



Creature — Kavu

1: Target Kavu gets -1/+1 until end of turn.

*Kavu leaders instinctively protect their herds from harm.*

Illus. Matt Cavotta
©1993–2001 Wizards of the Coast, Inc. 77/143
2/2