Ketramose, the New Dawn {1}{W/B}{B}



Legendary Creature — God

Menace, lifelink, indestructible

Ketramose can't attack or block unless there are seven or more cards in exile.

Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.

Let the past die so the future might live.

4/4

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