**Keldon Marauders** 1



**Creature — Human Warrior**

Vanishing 2 *(This permanent enters the battlefield with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)*

When Keldon Marauders enters the battlefield or leaves the battlefield, it deals 1 damage to target player.

3/3

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