Bramble Familiar {1}{G}



Creature — Elemental Raccoon

Fetch Quest {5}{G}{G}

Sorcery — Adventure

Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.

{T}: Add {G}.

{1}{G}, {T}, Discard a card: Return Bramble Familiar to its owner's hand.

2/2

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