Growth-Chamber Guardian 1G



Creature — Elf Crab Warrior

2G: Adapt 2. *(If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)*

Whenever one or more +1/+1 counters are put on Growth-Chamber Guardian, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle your library.

2/2

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