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

128/259 R
RNA★ EN ✒ Bram Sels

™ & © 2019 Wizards of the Coast

Growth-Chamber Guardian 1G

19-20 January 2019

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

128/259 R
RNA★ EN ✒ Bram Sels

™ & © 2019 Wizards of the Coast

Growth-Chamber Guardian 1G

19-20 January 2019

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

128/259 R
RNA★ EN ✒ Bram Sels

™ & © 2019 Wizards of the Coast

Growth-Chamber Guardian 1G

19-20 January 2019

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

128/259 R
RNA★ EN ✒ Bram Sels

™ & © 2019 Wizards of the Coast

Growth-Chamber Guardian 1G

19-20 January 2019

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

128/259 R
RNA★ EN ✒ Bram Sels

™ & © 2019 Wizards of the Coast

Growth-Chamber Guardian 1G

19-20 January 2019

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

128/259 R
RNA★ EN ✒ Bram Sels

™ & © 2019 Wizards of the Coast

Growth-Chamber Guardian 1G

19-20 January 2019

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

128/259 R
RNA★ EN ✒ Bram Sels

™ & © 2019 Wizards of the Coast

Growth-Chamber Guardian 1G

19-20 January 2019

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

128/259 R
RNA★ EN ✒ Bram Sels

™ & © 2019 Wizards of the Coast

Growth-Chamber Guardian 1G

19-20 January 2019

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

128/259 R
RNA★ EN ✒ Bram Sels

™ & © 2019 Wizards of the Coast

Growth-Chamber Guardian 1G

19-20 January 2019

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

128/259 R
RNA★ EN ✒ Bram Sels

™ & © 2019 Wizards of the Coast