
Growth-Chamber Guardian
1
Creature — Elf Crab Warrior
2: 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.
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