

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

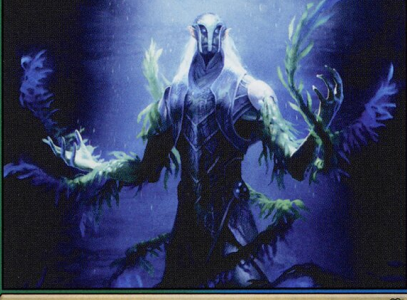
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

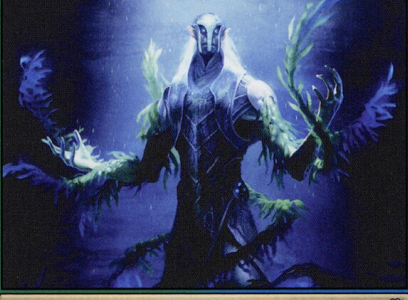
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

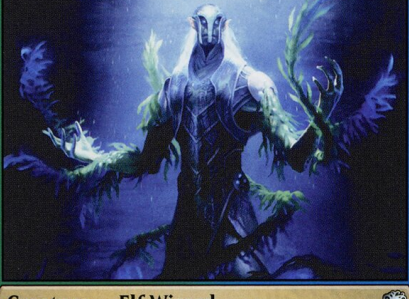
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

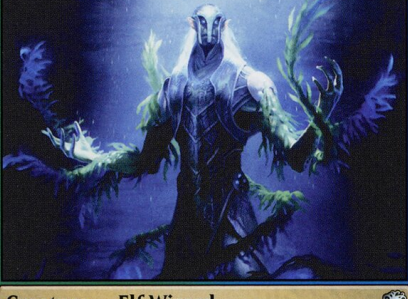
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

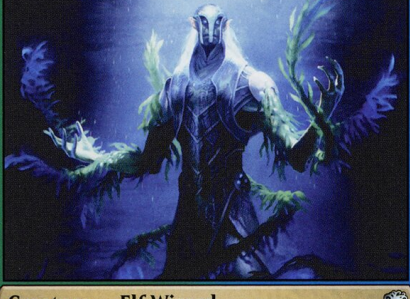
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

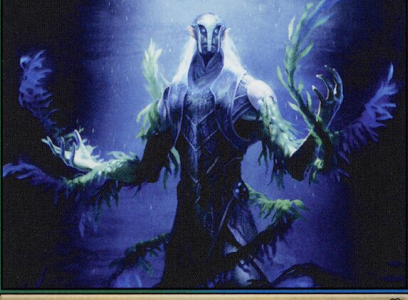
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

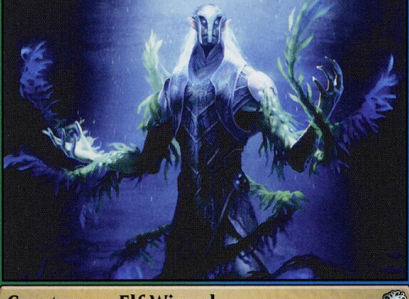
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

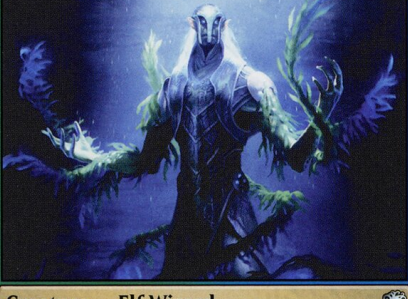
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

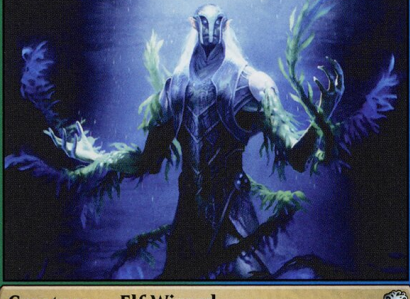
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

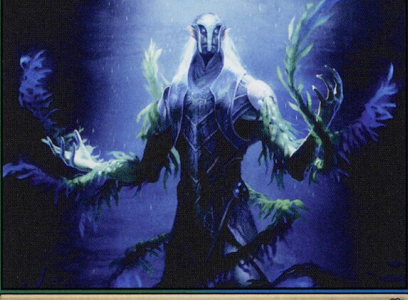
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

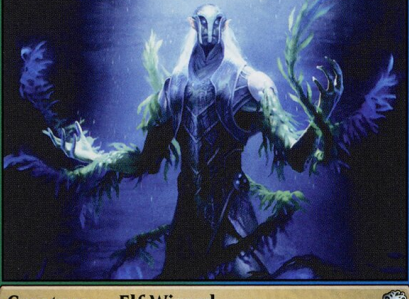
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

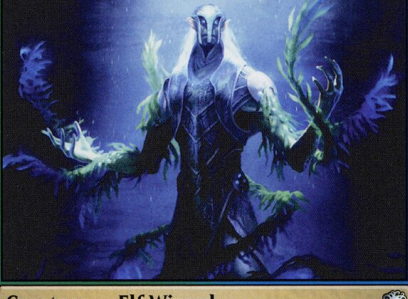
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

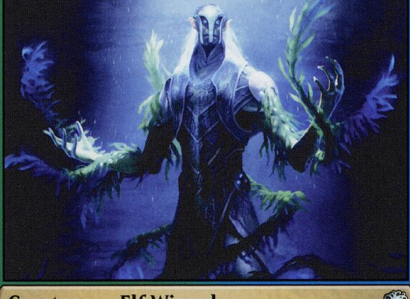
♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast

Zameck Guildmage



Creature — Elf Wizard

♣♠: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

♣♠, Remove a +1/+1 counter from a creature you control: Draw a card.

2/2

129/133 U
GK2 • EN CHASE STONE

™ & © 2019 Wizards of the Coast