
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
Chase Stone
™ & © 2013 Wizards of the Coast 209/249


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
Chase Stone
™ & © 2013 Wizards of the Coast 209/249


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
Chase Stone
™ & © 2013 Wizards of the Coast 209/249


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
Chase Stone
™ & © 2013 Wizards of the Coast 209/249