
The Theorist, Jace Beleren 2
Legendary Planeswalker — Jace
At the beginning of each opponent's draw s
you draw a card.
+1: Create a 1/1 blue Illusion creature token.
−2: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.
−6: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.
3
M 0443
FRA ★ EN
ONIKU KUITAI
™ & © 2026 Wizards of the Coast


The Theorist, Jace Beleren 2
Legendary Planeswalker — Jace
At the beginning of each opponent's draw s
you draw a card.
+1: Create a 1/1 blue Illusion creature token.
−2: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.
−6: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.
3
M 0443
FRA ★ EN
ONIKU KUITAI
™ & © 2026 Wizards of the Coast


The Theorist, Jace Beleren 2
Legendary Planeswalker — Jace
At the beginning of each opponent's draw s
you draw a card.
+1: Create a 1/1 blue Illusion creature token.
−2: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.
−6: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.
3
M 0443
FRA ★ EN
ONIKU KUITAI
™ & © 2026 Wizards of the Coast


The Theorist, Jace Beleren 2
Legendary Planeswalker — Jace
At the beginning of each opponent's draw s
you draw a card.
+1: Create a 1/1 blue Illusion creature token.
−2: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.
−6: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.
3
M 0443
FRA ★ EN
ONIKU KUITAI
™ & © 2026 Wizards of the Coast