Academic Ascent



Instant

Target creature gets +2/+2 and gains flying until end of turn.

Empower Jace 2. *(Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")*

The Theorist takes notice of innovative battlemages.

C 0002
FRA • EN
Randy Gallegos

™ & © 2026 Wizards of the Coast

Academic Ascent

Instant

Target creature gets +2/+2 and gains flying until end of turn.

Empower Jace 2. *(Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")*

The Theorist takes notice of innovative battlemages.

C 0002
FRA • EN
Randy Gallegos

™ & © 2026 Wizards of the Coast

Academic Ascent

Instant

Target creature gets +2/+2 and gains flying until end of turn.

Empower Jace 2. *(Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")*

The Theorist takes notice of innovative battlemages.

C 0002
FRA • EN
Randy Gallegos

™ & © 2026 Wizards of the Coast

Academic Ascent

Instant

Target creature gets +2/+2 and gains flying until end of turn.

Empower Jace 2. *(Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")*

The Theorist takes notice of innovative battlemages.

C 0002
FRA • EN
Randy Gallegos

™ & © 2026 Wizards of the Coast

Academic Ascent

Instant

Target creature gets +2/+2 and gains flying until end of turn.

Empower Jace 2. *(Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")*

The Theorist takes notice of innovative battlemages.

C 0002
FRA • EN
Randy Gallegos

™ & © 2026 Wizards of the Coast