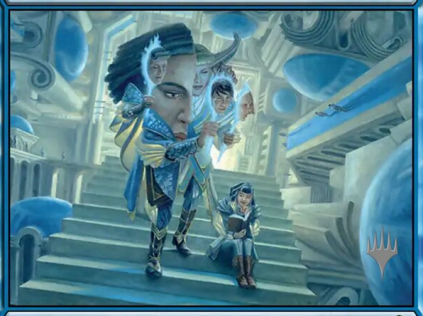
Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

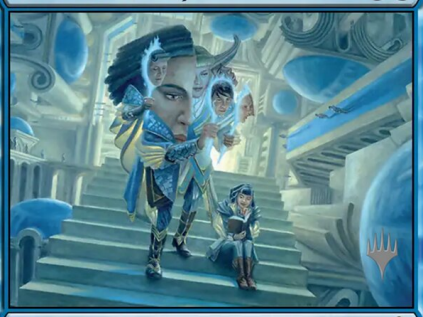
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

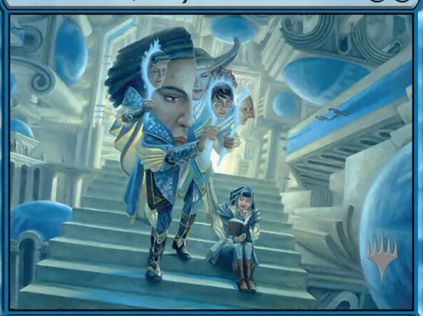
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

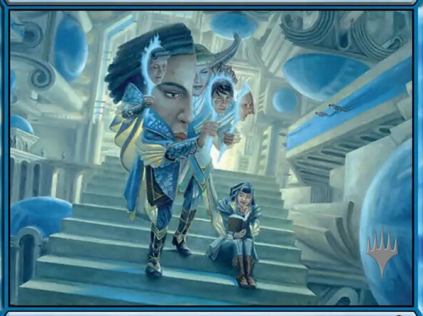
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

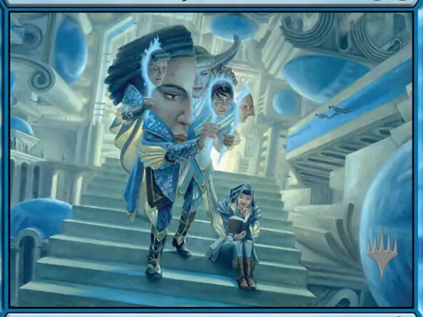
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

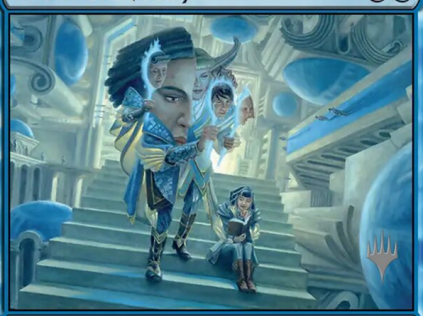
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

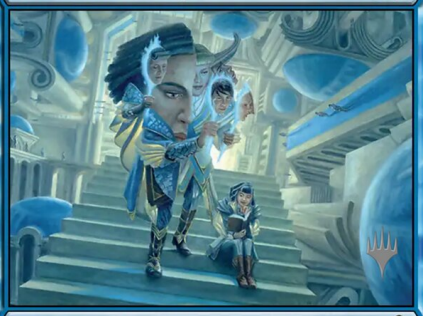
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

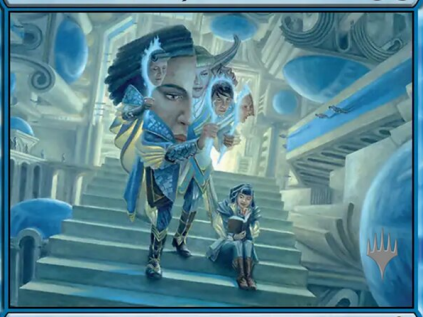
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

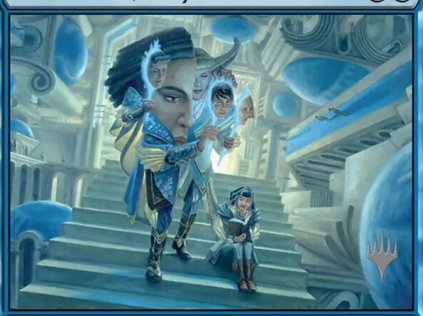
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

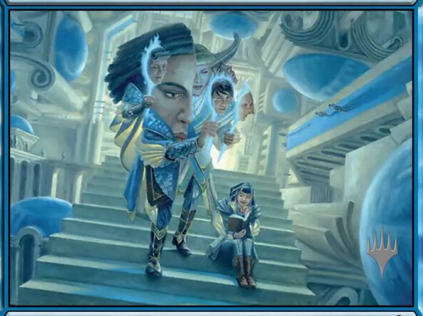
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

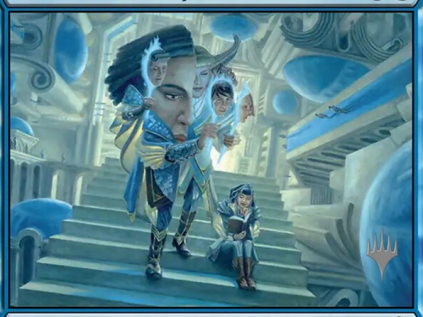
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

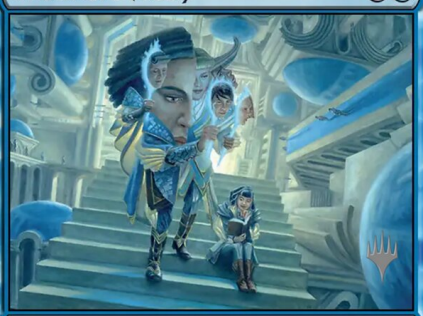
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}



Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast

Theorist's Proxy {1}{U}

Creature — Illusion

Flash

When this creature enters, empower Jace 3. *(Put three 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.")*

{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

0/3

R 0044
FRA • EN Matt Stewart

™ & © 2026 Wizards of the Coast