



REALITY FRACTURE

COMMANDER PARTY

 Marta Nael
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An illustration of Jace Beleren, a character from Magic: The Gathering. He is depicted as a young man with dark hair, wearing a dark blue hooded robe with a white lightning bolt emblem on the chest. He is holding a glowing blue orb in his right hand, and a bright blue lightning bolt strikes down his body. The background is dark and swirling with blue and purple hues.

Jace Reawakened

 **+1**: You may exile a nonland card with mana value 3 or less from your hand.
If you do, it becomes plotted.
(You may cast it as a sorcery on a later turn without paying its mana cost.)



Jason Chan

Jace, the Mind Sculptor

+2: Look at the top card of target player's library. You may put that card on the bottom of that player's library.

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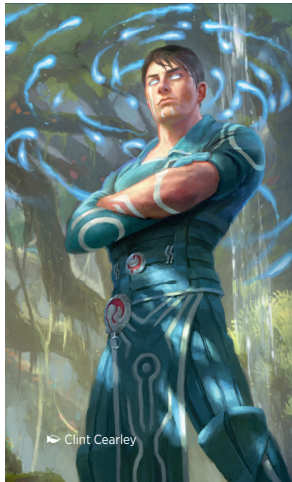


Jace, the Mind Sculptor

: Draw three cards, then put two cards from your hand on top of your library in any order.

Jason Chan

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Jace, Ingenious Mind-Mage

: Untap all creatures you control.

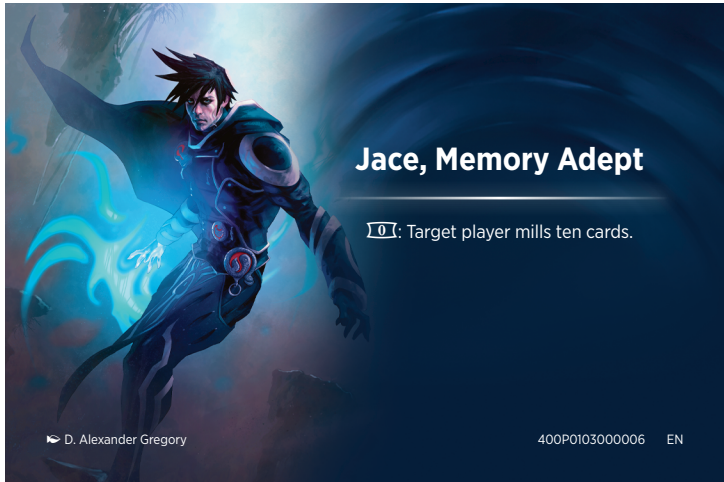
 Clint Cearley

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An illustration of Jace, Architect of Thought, a character from the Magic: The Gathering universe. He is a young man with dark hair, wearing a green and white patterned tunic and a green cape. He is standing in front of a stone building with a large, stylized green dragon-like creature behind him. The background is a dark blue gradient with a subtle pattern.

Jace, Architect of Thought

: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order.



Jace, Memory Adept

: Target player mills ten cards.

 D. Alexander Gregory

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Jace Beleren

+2: Each player draws a card.

 Aleksi Briclot

400P0103000007 EN



The Theorist, Jace Beleren

 **+1**: Create a 1/1 blue Illusion creature token.

 Ekaterina Burmak

400P0103000008 EN



The Theorist, Jace Beleren

: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.

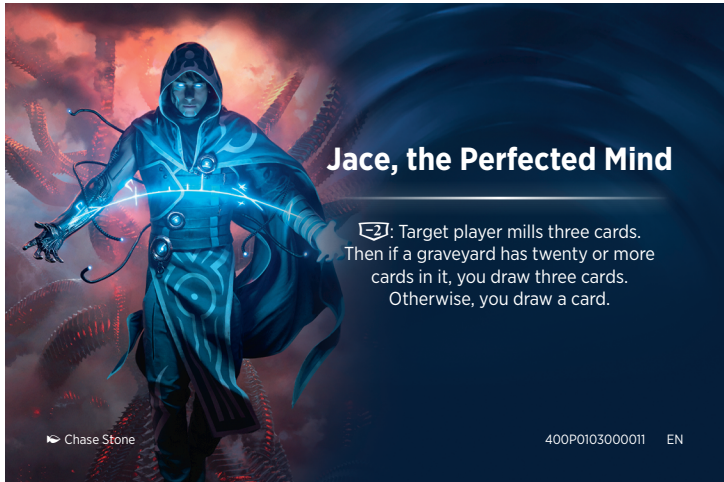
 Ekaterina Burmak

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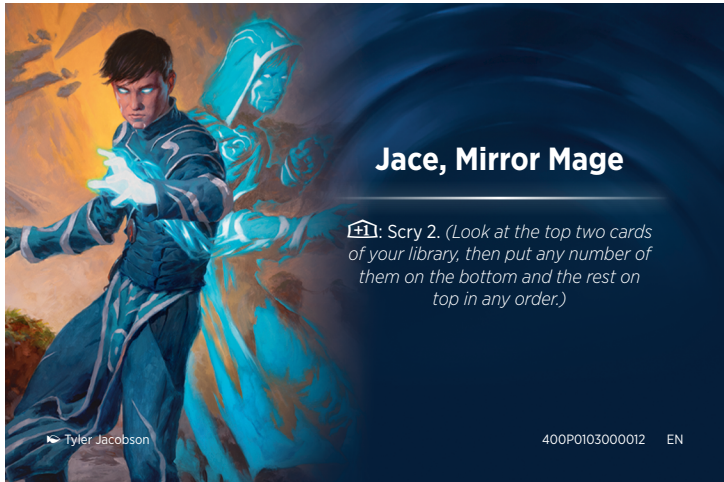
Jace, Reality Sculptor

[3]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -5/-0 until end of turn.



Jace, the Perfected Mind

[-2]: Target player mills three cards.
Then if a graveyard has twenty or more
cards in it, you draw three cards.
Otherwise, you draw a card.

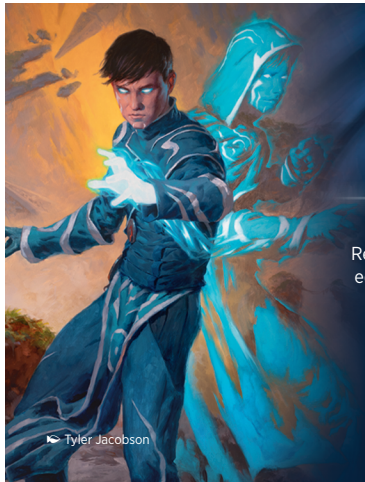


Jace, Mirror Mage

[+1]: Scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

Tyler Jacobson

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Tyler Jacobson

Jace, Mirror Mage

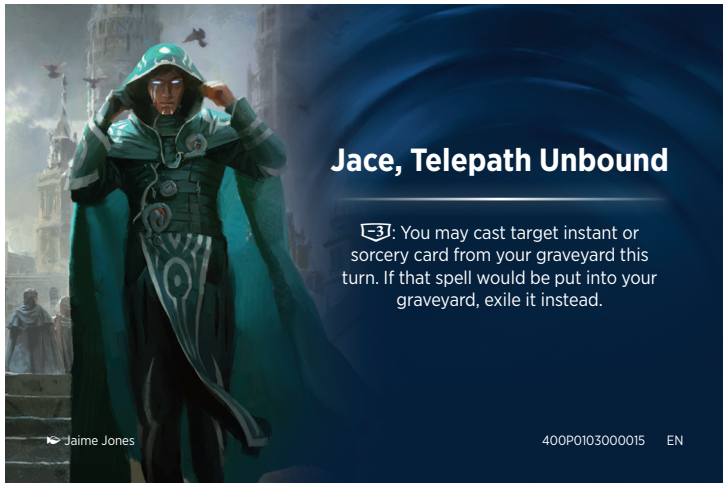
[0]: Draw a card and reveal it.
Remove a number of loyalty counters
equal to that card's mana value from
this planeswalker.

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Jace, Cunning Castaway

+11: Whenever one or more creatures you control deal combat damage to a player this turn, draw a card, then discard a card.

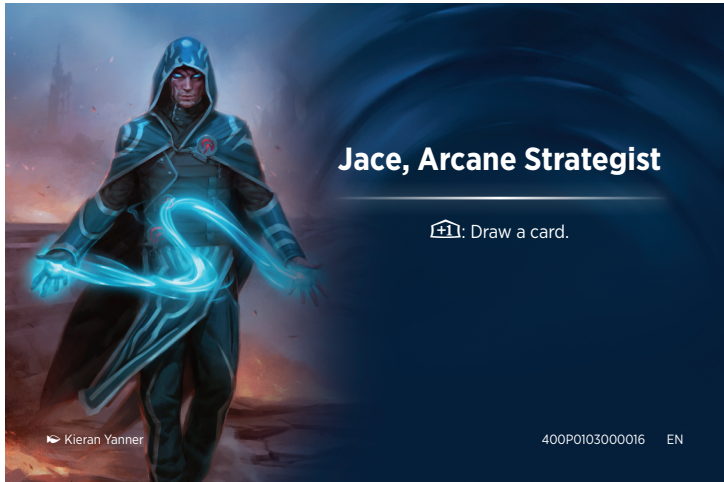


Jace, Telepath Unbound

-3: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.

 Jaime Jones

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Jace, Arcane Strategist

: Draw a card.

 Kieran Yanner

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