

REALITY, FRACTURED

Jace's meddling with the very essence of reality has created a dimensional rift!

After all players have kept their opening hand, each player exiles cards from the bottom of their library until they exile a nonland card, then puts that card in “The Rift,” an area within easy reach of each player.

- Once during each of your turns, you may cast a spell from The Rift, and you may spend mana as though it were mana of any color to cast it.
- Whenever you cast a spell this way, empower Jace X, where X is that spell's mana value. *(Put X 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.”)*
- Immediately after a card is cast from The Rift, that card's owner exiles cards from the bottom of their library until they exile a nonland card, then puts that card in The Rift.

JACE, FRACTURED

Reality's meddling with the very essence of Jace has created a delusional rift!

- At the beginning of the game, shuffle the Jace Deck and put the top three cards face up in the Jace Abilities area to the right.
- Jace tokens have all loyalty abilities in the Jace Abilities area in addition to their other abilities.
- Whenever a player activates an ability in the Jace Abilities area, remove it and replace it with the top card of the Jace Deck.

LIFE TOTALS, FRACTURED

- Whenever a Jace token dies, its controller loses 5 life.





REALITY FRACTURE

COMMANDER PARTY