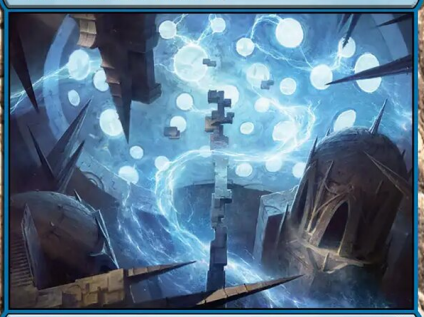
Theorist's Sanctum



Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

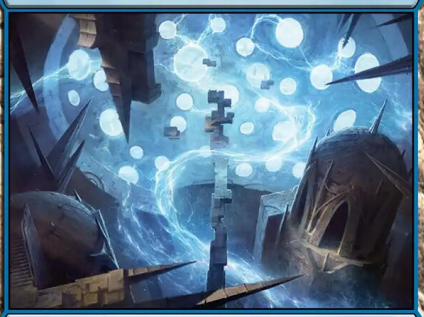
Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum



Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

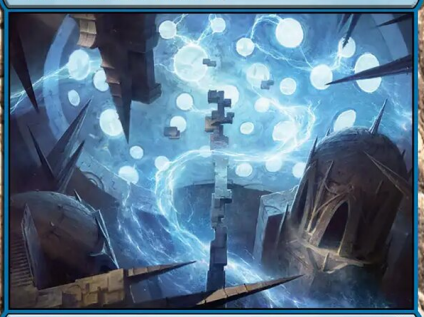
Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum



Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

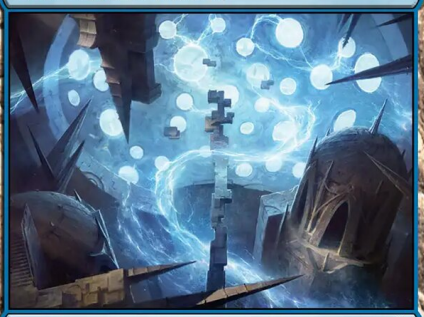
Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum



Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast

Theorist's Sanctum

Land — Island

({T}: Add {U}.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. *(To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)*
2{U}, {T}: Empower Jace 2.

R 0191
FRA • EN Adam Paquette
™ & © 2026 Wizards of the Coast