Mindseeker Oculus



Creature — Homunculus

When this creature enters, empower Jace 4. *(Put four 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.")*

"No need to sneak around. Beleren knows we're here."
—Garruk, to Vraska

2/1

C 0033
FRA • EN Ioannis Fiore

™ & © 2026 Wizards of the Coast

Mindseeker Oculus

Creature — Homunculus

When this creature enters, empower Jace 4. *(Put four 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.")*

"No need to sneak around. Beleren knows we're here."
—Garruk, to Vraska

2/1

C 0033
FRA • EN Ioannis Fiore

™ & © 2026 Wizards of the Coast

Mindseeker Oculus

Creature — Homunculus

When this creature enters, empower Jace 4. *(Put four 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.")*

"No need to sneak around. Beleren knows we're here."
—Garruk, to Vraska

2/1

C 0033
FRA • EN Ioannis Fiore

™ & © 2026 Wizards of the Coast

Mindseeker Oculus

Creature — Homunculus

When this creature enters, empower Jace 4. *(Put four 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.")*

"No need to sneak around. Beleren knows we're here."
—Garruk, to Vraska

2/1

C 0033
FRA • EN Ioannis Fiore

™ & © 2026 Wizards of the Coast

Mindseeker Oculus

Creature — Homunculus

When this creature enters, empower Jace 4. *(Put four 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.")*

"No need to sneak around. Beleren knows we're here."
—Garruk, to Vraska

2/1

C 0033
FRA • EN Ioannis Fiore

™ & © 2026 Wizards of the Coast

Mindseeker Oculus

Creature — Homunculus

When this creature enters, empower Jace 4. *(Put four 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.")*

"No need to sneak around. Beleren knows we're here."
—Garruk, to Vraska

2/1

C 0033
FRA • EN Ioannis Fiore

™ & © 2026 Wizards of the Coast

Mindseeker Oculus

Creature — Homunculus

When this creature enters, empower Jace 4. *(Put four 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.")*

"No need to sneak around. Beleren knows we're here."
—Garruk, to Vraska

2/1

C 0033
FRA • EN Ioannis Fiore

™ & © 2026 Wizards of the Coast

Mindseeker Oculus

Creature — Homunculus

When this creature enters, empower Jace 4. *(Put four 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.")*

"No need to sneak around. Beleren knows we're here."
—Garruk, to Vraska

2/1

C 0033
FRA • EN Ioannis Fiore

™ & © 2026 Wizards of the Coast

Mindseeker Oculus

Creature — Homunculus

When this creature enters, empower Jace 4. *(Put four 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.")*

"No need to sneak around. Beleren knows we're here."
—Garruk, to Vraska

2/1

C 0033
FRA • EN Ioannis Fiore

™ & © 2026 Wizards of the Coast

Mindseeker Oculus

Creature — Homunculus

When this creature enters, empower Jace 4. *(Put four 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.")*

"No need to sneak around. Beleren knows we're here."
—Garruk, to Vraska

2/1

C 0033
FRA • EN Ioannis Fiore

™ & © 2026 Wizards of the Coast