ECHOEONS 4



SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4



SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4



SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4



SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821

ECHOEONS 4

SORCERY

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2

A premonition of the past rings just like a memory of the future.

Illus. Alex Petty

™ & © 2024 Wizards of the Coast 821