Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4



Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast

Echocasting Symposium 4

Sorcery — Lesson

Target player creates a token that's a copy of target creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0044
SOS • EN ✒ Fajareka Setiawan

™ & © 2026 Wizards of the Coast