Abuelo, Ancestral Echo 1 ✱ 💧



Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧



Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧



Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧



Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast

Abuelo, Ancestral Echo 1 ✱ 💧

Legendary Creature — Spirit

Flying, ward 2

1 ✱ 💧: Exile another target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

"Come, friends. Let us see if this world remembers us."

2/2

R 0219
LCI • EN Victor Adame Minguez

™ & © 2023 Wizards of the Coast