## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast


## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast


## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast


## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast


## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast

## Akroma's Will



**Instant**

Choose one. If you control a commander as you cast this spell, you may choose both.
- Creatures you control gain flying, vigilance, and double strike until end of turn.
- Creatures you control gain lifelink, indestructible, and protection from all colors until end of turn.

R 0125
LCC • EN Antonio José Manzanedo
™ & © 2023 Wizards of the Coast