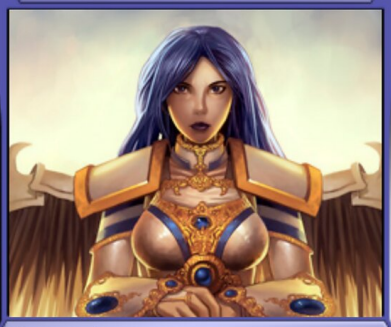
Avatar - Akroma, Angel of Wrath



Vanguard

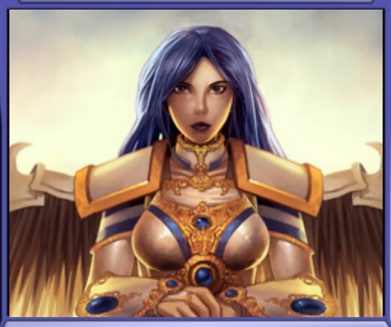
Your starting hand size is increased by 1.

Your starting life total is increased by 7.

Whenever a creature enters the battlefield under your control, it gains two abilities chosen at random from flying, first strike, trample, haste, protection from black, protection from red, and vigilance.

UDON

Avatar - Akroma, Angel of Wrath



Vanguard

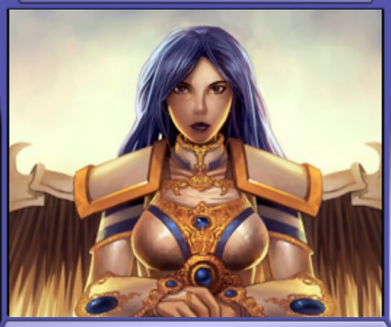
Your starting hand size is increased by 1.

Your starting life total is increased by 7.

Whenever a creature enters the battlefield under your control, it gains two abilities chosen at random from flying, first strike, trample, haste, protection from black, protection from red, and vigilance.

UDON

Avatar - Akroma, Angel of Wrath



Vanguard

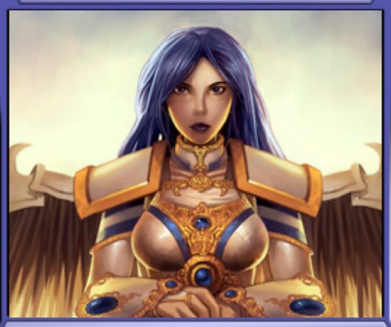
Your starting hand size is increased by 1.

Your starting life total is increased by 7.

Whenever a creature enters the battlefield under your control, it gains two abilities chosen at random from flying, first strike, trample, haste, protection from black, protection from red, and vigilance.

UDON

Avatar - Akroma, Angel of Wrath



Vanguard

Your starting hand size is increased by 1.

Your starting life total is increased by 7.

Whenever a creature enters the battlefield under your control, it gains two abilities chosen at random from flying, first strike, trample, haste, protection from black, protection from red, and vigilance.

UDON