Akroma, Vision of Ixidor 5



Legendary Creature — Angel

Flying, first strike, vigilance, trample

At the beginning of each combat, until end of turn, each other creature you control gets +1/+1 if it has flying, +1/+1 if it has first strike, and so on for double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, protection, reach, trample, vigilance, and partner.

Partner

6/6

002/361 M
CMR • EN Chris Rahn

™ & © 2020 Wizards of the Coast

Akroma, Vision of Ixidor 5



Legendary Creature — Angel

Flying, first strike, vigilance, trample

At the beginning of each combat, until end of turn, each other creature you control gets +1/+1 if it has flying, +1/+1 if it has first strike, and so on for double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, protection, reach, trample, vigilance, and partner.

Partner

6/6

002/361 M
CMR • EN Chris Rahn

™ & © 2020 Wizards of the Coast

Akroma, Vision of Ixidor 5



Legendary Creature — Angel

Flying, first strike, vigilance, trample

At the beginning of each combat, until end of turn, each other creature you control gets +1/+1 if it has flying, +1/+1 if it has first strike, and so on for double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, protection, reach, trample, vigilance, and partner.

Partner

6/6

002/361 M
CMR • EN Chris Rahn

™ & © 2020 Wizards of the Coast

Akroma, Vision of Ixidor 5



Legendary Creature — Angel

Flying, first strike, vigilance, trample

At the beginning of each combat, until end of turn, each other creature you control gets +1/+1 if it has flying, +1/+1 if it has first strike, and so on for double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, protection, reach, trample, vigilance, and partner.

Partner

6/6

002/361 M
CMR • EN Chris Rahn

™ & © 2020 Wizards of the Coast