

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast

Akroma's Will 3

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.

615 R CMR • EN ANTONIO JOSÉ MANZANEDC™ & © 2020 Wizards of the Coast