Aardwolf's Advantage 2



Sorcery

Creatures you control get +2/+0 and gain alpha strike until end of turn. *(A creature with alpha strike has first strike as long as it's blocking or being blocked by a creature that comes after it alphabetically.)*

"My Abattoir Ghoul deck is unstoppable. Wait, 1996 World Champion?"
—Johnny, to Spike

Aardwolf's Advantage 2

Sorcery

Creatures you control get +2/+0 and gain alpha strike until end of turn. *(A creature with alpha strike has first strike as long as it's blocking or being blocked by a creature that comes after it alphabetically.)*

"My Abattoir Ghoul deck is unstoppable. Wait, 1996 World Champion?"
—Johnny, to Spike

Aardwolf's Advantage 2

Sorcery

Creatures you control get +2/+0 and gain alpha strike until end of turn. *(A creature with alpha strike has first strike as long as it's blocking or being blocked by a creature that comes after it alphabetically.)*

"My Abattoir Ghoul deck is unstoppable. Wait, 1996 World Champion?"
—Johnny, to Spike

Aardwolf's Advantage 2

Sorcery

Creatures you control get +2/+0 and gain alpha strike until end of turn. *(A creature with alpha strike has first strike as long as it's blocking or being blocked by a creature that comes after it alphabetically.)*

"My Abattoir Ghoul deck is unstoppable. Wait, 1996 World Champion?"
—Johnny, to Spike

Aardwolf's Advantage 2

Sorcery

Creatures you control get +2/+0 and gain alpha strike until end of turn. *(A creature with alpha strike has first strike as long as it's blocking or being blocked by a creature that comes after it alphabetically.)*

"My Abattoir Ghoul deck is unstoppable. Wait, 1996 World Champion?"
—Johnny, to Spike

Aardwolf's Advantage 2

Sorcery

Creatures you control get +2/+0 and gain alpha strike until end of turn. *(A creature with alpha strike has first strike as long as it's blocking or being blocked by a creature that comes after it alphabetically.)*

"My Abattoir Ghoul deck is unstoppable. Wait, 1996 World Champion?"
—Johnny, to Spike

Aardwolf's Advantage 2

Sorcery

Creatures you control get +2/+0 and gain alpha strike until end of turn. *(A creature with alpha strike has first strike as long as it's blocking or being blocked by a creature that comes after it alphabetically.)*

"My Abattoir Ghoul deck is unstoppable. Wait, 1996 World Champion?"
—Johnny, to Spike

Aardwolf's Advantage 2

Sorcery

Creatures you control get +2/+0 and gain alpha strike until end of turn. *(A creature with alpha strike has first strike as long as it's blocking or being blocked by a creature that comes after it alphabetically.)*

"My Abattoir Ghoul deck is unstoppable. Wait, 1996 World Champion?"
—Johnny, to Spike

Aardwolf's Advantage 2

Sorcery

Creatures you control get +2/+0 and gain alpha strike until end of turn. *(A creature with alpha strike has first strike as long as it's blocking or being blocked by a creature that comes after it alphabetically.)*

"My Abattoir Ghoul deck is unstoppable. Wait, 1996 World Champion?"
—Johnny, to Spike