
Striding Shotcaller
Creature — Troll Druid
Reach
Whenever one or more creatures you control deal combat damage to a player, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Run the Play
Sorcery
Put a +1/+1 counter on each of up to X target creatures. Those creatures gain flying until end of turn. Draw a card.
0/4
R 0098
SOC • EN
Brian Valeza
™ & © 2026 Wizards of the Coast


Striding Shotcaller
Creature — Troll Druid
Reach
Whenever one or more creatures you control deal combat damage to a player, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Run the Play
Sorcery
Put a +1/+1 counter on each of up to X target creatures. Those creatures gain flying until end of turn. Draw a card.
0/4
R 0098
SOC • EN
Brian Valeza
™ & © 2026 Wizards of the Coast