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 {X}{G}{U}

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

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