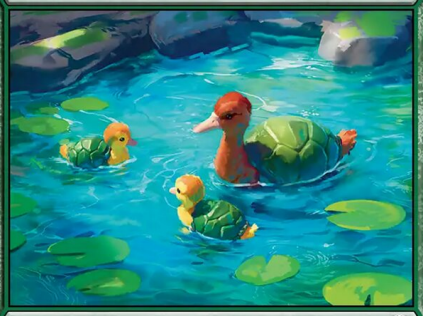
Turtle-Duck



Creature — Turtle Bird

3: Until end of turn, this creature has base power 4 and gains trample.

A turtle-duckling's greatest defense comes not from their shell, but from their mother.

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