
Badgermole Cub
1
Creature — Badger Mole
When this creature enters, earthbend 1.
(Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)
Whenever you tap a creature for mana, add an additional .
Every mountain starts as a molehill.
2/2
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