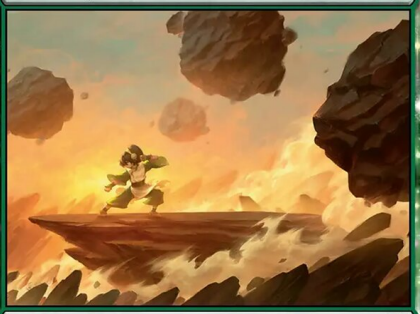
Solid Ground



Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

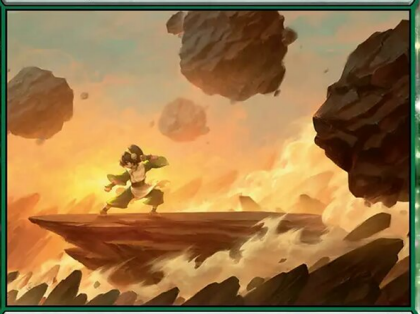
When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground



Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

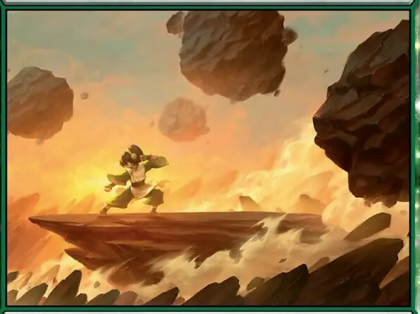
When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground



Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

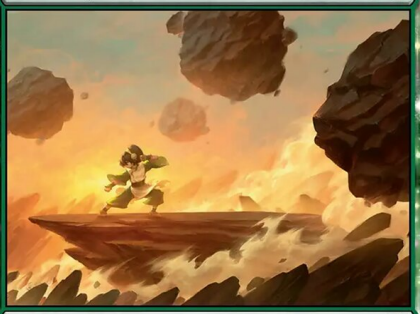
When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground



Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Solid Ground

Enchantment

When this enchantment enters, earthbend 3. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on it instead.

U 0142
TLE • EN ✒ Jason Kiantoro

©2025 Viacom.
™ & © 2025 Wizards of the Coast