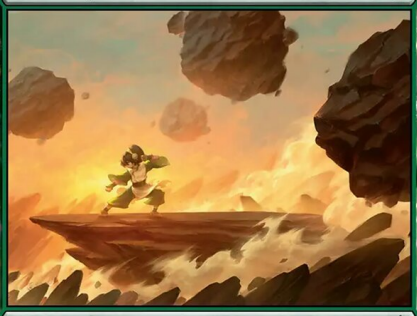
Solid Ground



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.

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