Rikala, Homarid King



Legendary Creature — Lobster Noble

At the beginning of your upkeep, put a tide counter on Rikala. Then if there are four or more tide counters on Rikala, remove them.

Creatures you control get +1/+0 for each tide counter on Rikala.

Whenever you tap an Island for mana, if there are three or more tide counters on Rikala, add an additional {U}.

0/4

R 0049
MBC • EN ✍ Christopher Burdett

™ & © 2026 Wizards of the Coast

Rikala, Homarid King

Legendary Creature — Lobster Noble

At the beginning of your upkeep, put a tide counter on Rikala. Then if there are four or more tide counters on Rikala, remove them.

Creatures you control get +1/+0 for each tide counter on Rikala.

Whenever you tap an Island for mana, if there are three or more tide counters on Rikala, add an additional {U}.

0/4

R 0049
MBC • EN ✍ Christopher Burdett

™ & © 2026 Wizards of the Coast

Rikala, Homarid King

Legendary Creature — Lobster Noble

At the beginning of your upkeep, put a tide counter on Rikala. Then if there are four or more tide counters on Rikala, remove them.

Creatures you control get +1/+0 for each tide counter on Rikala.

Whenever you tap an Island for mana, if there are three or more tide counters on Rikala, add an additional {U}.

0/4

R 0049
MBC • EN ✍ Christopher Burdett

™ & © 2026 Wizards of the Coast

Rikala, Homarid King

Legendary Creature — Lobster Noble

At the beginning of your upkeep, put a tide counter on Rikala. Then if there are four or more tide counters on Rikala, remove them.

Creatures you control get +1/+0 for each tide counter on Rikala.

Whenever you tap an Island for mana, if there are three or more tide counters on Rikala, add an additional {U}.

0/4

R 0049
MBC • EN ✍ Christopher Burdett

™ & © 2026 Wizards of the Coast