
homarid
2
Summon Homarid
Put a tide counter on Homarid when it is brought into play and during your upkeep. If there is one tide counter on Homarid, it gets –1/–1. If there are three tide counters on Homarid, it gets +1/+1. When there are four tide counters on Homarid, remove them all.
Illus. Bryon Wackwitz
2/2
© 1994 Wizards of the Coast, Inc. All rights reserved.