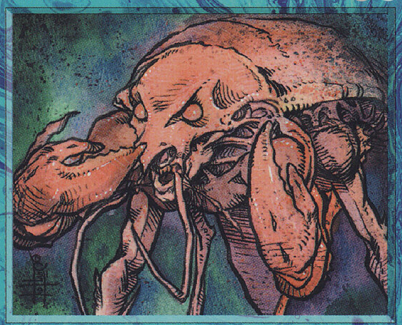
homarid 2 🜄



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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

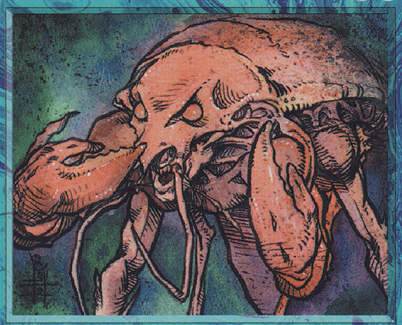
homarid 2 🜄

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

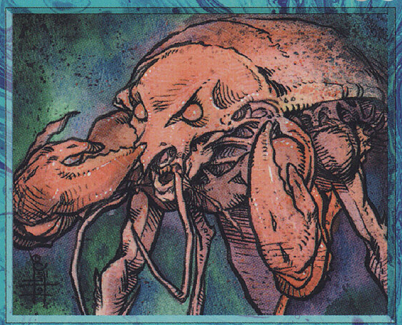
homarid 2 🜄

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

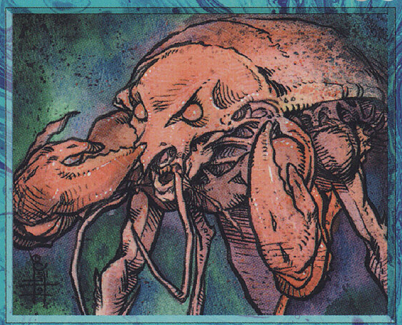
homarid 2 🜄

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2

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. Quinton Hoover
©1994 Wizards of the Coast, Inc. All rights reserved.
2/2