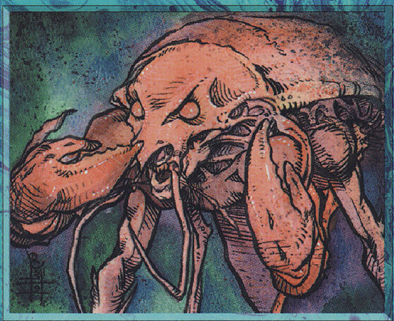
homarid 2 (blue)

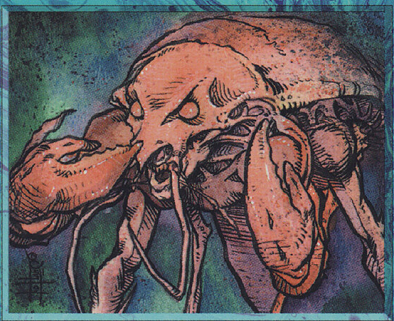


Summon Homarid

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.

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homarid 2 (blue)

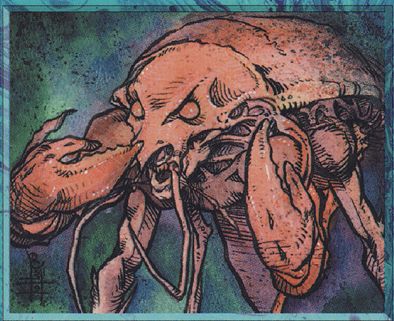


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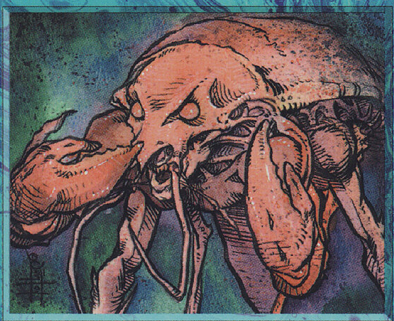


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