



**Card name :** Homarid

**Mana Cost :** 2

**Types :** Creature - Homarid

**Card Text :** Homarid comes into play with a tide counter on it.

At the beginning of your upkeep, put a tide counter on Homarid.

As long as there is exactly one tide counter on Homarid, it gets -1/-1.

As long as there are exactly three tide counters on Homarid, it gets +1/+1.

Whenever there are four tide counters on Homarid, remove all tide counters from it.

**P/T :** 2 / 2

**Expansion :** 

[Fallen Empires](#)

**Rarity :** Common