



**Card name :** Tidal Influence

**Mana Cost :** 2

**Types :** Enchantment

**Card Text :** Play Tidal Influence only if no permanents named Tidal Influence are in play.

Tidal Influence comes into play with a tide counter on it.

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

As long as there is exactly one tide counter on Tidal Influence, all blue creatures get -2/-0.

As long as there are exactly three tide counters on Tidal Influence, all blue creatures get +2/+0.

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

**Expansion :** [Fallen Empires](#)

**Rarity :** Uncommon