Overbeing of Myth



Creature — Spirit Avatar

Overbeing of Myth's power and toughness are each equal to the number of cards in your hand.

At the beginning of your draw step, draw a card.

"She walks among us unseen, learning from our imperfections."
—The Seer's Parables

Zoltan Boros & Gabor Szikszai

™ & © 1993-2008 Wizards of the Coast, Inc. ★157/180

★/★

Overbeing of Myth

Creature — Spirit Avatar

Overbeing of Myth's power and toughness are each equal to the number of cards in your hand.

At the beginning of your draw step, draw a card.

"She walks among us unseen, learning from our imperfections."
—The Seer's Parables

Zoltan Boros & Gabor Szikszai

™ & © 1993-2008 Wizards of the Coast, Inc. ★157/180

★/★

Overbeing of Myth

Creature — Spirit Avatar

Overbeing of Myth's power and toughness are each equal to the number of cards in your hand.

At the beginning of your draw step, draw a card.

"She walks among us unseen, learning from our imperfections."
—The Seer's Parables

Zoltan Boros & Gabor Szikszai

™ & © 1993-2008 Wizards of the Coast, Inc. ★157/180

★/★

Overbeing of Myth

Creature — Spirit Avatar

Overbeing of Myth's power and toughness are each equal to the number of cards in your hand.

At the beginning of your draw step, draw a card.

"She walks among us unseen, learning from our imperfections."
—The Seer's Parables

Zoltan Boros & Gabor Szikszai

™ & © 1993-2008 Wizards of the Coast, Inc. ★157/180

★/★

Overbeing of Myth

Creature — Spirit Avatar

Overbeing of Myth's power and toughness are each equal to the number of cards in your hand.

At the beginning of your draw step, draw a card.

"She walks among us unseen, learning from our imperfections."
—The Seer's Parables

Zoltan Boros & Gabor Szikszai

™ & © 1993-2008 Wizards of the Coast, Inc. ★157/180

★/★

Overbeing of Myth

Creature — Spirit Avatar

Overbeing of Myth's power and toughness are each equal to the number of cards in your hand.

At the beginning of your draw step, draw a card.

"She walks among us unseen, learning from our imperfections."
—The Seer's Parables

Zoltan Boros & Gabor Szikszai

™ & © 1993-2008 Wizards of the Coast, Inc. ★157/180

★/★

Overbeing of Myth

Creature — Spirit Avatar

Overbeing of Myth's power and toughness are each equal to the number of cards in your hand.

At the beginning of your draw step, draw a card.

"She walks among us unseen, learning from our imperfections."
—The Seer's Parables

Zoltan Boros & Gabor Szikszai

™ & © 1993-2008 Wizards of the Coast, Inc. ★157/180

★/★

Overbeing of Myth

Creature — Spirit Avatar

Overbeing of Myth's power and toughness are each equal to the number of cards in your hand.

At the beginning of your draw step, draw a card.

"She walks among us unseen, learning from our imperfections."
—The Seer's Parables

Zoltan Boros & Gabor Szikszai

™ & © 1993-2008 Wizards of the Coast, Inc. ★157/180

★/★

Overbeing of Myth

Creature — Spirit Avatar

Overbeing of Myth's power and toughness are each equal to the number of cards in your hand.

At the beginning of your draw step, draw a card.

"She walks among us unseen, learning from our imperfections."
—The Seer's Parables

Zoltan Boros & Gabor Szikszai

™ & © 1993-2008 Wizards of the Coast, Inc. ★157/180

★/★