Arcbound Overseer



Artifact Creature — Golem

At the beginning of your upkeep, put a +1/+1 counter on each creature with modular you control.

Modular 6 *(This comes into play with six +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)*

Carl Critchlow

0/0

™ & © 1993–2004 Wizards of the Coast, Inc. 99/165

Arcbound Overseer

Artifact Creature — Golem

At the beginning of your upkeep, put a +1/+1 counter on each creature with modular you control.

Modular 6 *(This comes into play with six +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)*

Carl Critchlow

0/0

™ & © 1993–2004 Wizards of the Coast, Inc. 99/165

Arcbound Overseer

Artifact Creature — Golem

At the beginning of your upkeep, put a +1/+1 counter on each creature with modular you control.

Modular 6 *(This comes into play with six +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)*

Carl Critchlow

0/0

™ & © 1993–2004 Wizards of the Coast, Inc. 99/165

Arcbound Overseer



Artifact Creature — Golem

At the beginning of your upkeep, put a +1/+1 counter on each creature with modular you control.

Modular 6 *(This comes into play with six +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)*

Carl Critchlow

0/0

™ & © 1993–2004 Wizards of the Coast, Inc. 99/165

Arcbound Overseer

Artifact Creature — Golem

At the beginning of your upkeep, put a +1/+1 counter on each creature with modular you control.

Modular 6 *(This comes into play with six +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)*

Carl Critchlow

0/0

™ & © 1993–2004 Wizards of the Coast, Inc. 99/165

Arcbound Overseer



Artifact Creature — Golem

At the beginning of your upkeep, put a +1/+1 counter on each creature with modular you control.

Modular 6 *(This comes into play with six +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)*

Carl Critchlow

0/0

™ & © 1993–2004 Wizards of the Coast, Inc. 99/165

Arcbound Overseer

Artifact Creature — Golem

At the beginning of your upkeep, put a +1/+1 counter on each creature with modular you control.

Modular 6 *(This comes into play with six +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)*

Carl Critchlow

0/0

™ & © 1993–2004 Wizards of the Coast, Inc. 99/165

Arcbound Overseer

Artifact Creature — Golem

At the beginning of your upkeep, put a +1/+1 counter on each creature with modular you control.

Modular 6 *(This comes into play with six +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)*

Carl Critchlow

0/0

™ & © 1993–2004 Wizards of the Coast, Inc. 99/165