Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy



Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast

Obscura Ascendancy

Enchantment

Whenever you cast a spell, if its mana value is equal to 1 plus the number of soul counters on Obscura Ascendancy, put a soul counter on Obscura Ascendancy, then create a 2/2 white Spirit creature token with flying.

As long as there are five or more soul counters on Obscura Ascendancy, Spirits you control get +3/+3.

207/281 R
SNC ★ EN ✒ Igor Krstic

™ & © 2022 Wizards of the Coast