Path of Ancestry



Land

This land enters tapped.

{T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

C 0158
ECC • EN
Alayna Danner

™ & © 2026 Wizards of the Coast

Path of Ancestry

Land

This land enters tapped.

{T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

C 0158
ECC • EN
Alayna Danner

™ & © 2026 Wizards of the Coast

Path of Ancestry

Land

This land enters tapped.

{T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

C 0158
ECC • EN
Alayna Danner

™ & © 2026 Wizards of the Coast

Path of Ancestry

Land

This land enters tapped.

{T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

C 0158
ECC • EN
Alayna Danner

™ & © 2026 Wizards of the Coast