Path of Ancestry



Land

Path of Ancestry enters the battlefield 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.)*

"Your mother would have been so proud."

C 0279
PIP • EN Marco Gorlei
©2024 BSW
™ & © 2024 Wizards of the Coast

Path of Ancestry

Land

Path of Ancestry enters the battlefield 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.)*

"Your mother would have been so proud."

C 0279
PIP • EN Marco Gorlei
©2024 BSW
™ & © 2024 Wizards of the Coast

Path of Ancestry

Land

Path of Ancestry enters the battlefield 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.)*

"Your mother would have been so proud."

C 0279
PIP • EN Marco Gorlei
©2024 BSW
™ & © 2024 Wizards of the Coast

Path of Ancestry

Land

Path of Ancestry enters the battlefield 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.)*

"Your mother would have been so proud."

C 0279
PIP • EN Marco Gorlei
©2024 BSW
™ & © 2024 Wizards of the Coast