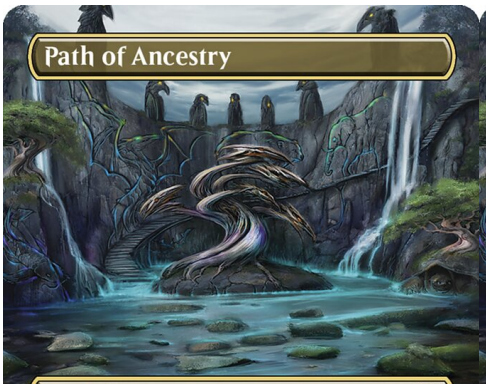
Path of Ancestry



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.

C 0661
CMM • EN ✒ Mark Poole

™ & © 2023 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.

C 0661
CMM • EN ✒ Mark Poole

™ & © 2023 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.

C 0661
CMM • EN ✒ Mark Poole

™ & © 2023 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.

C 0661
CMM • EN ✒ Mark Poole

™ & © 2023 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.

C 0661
CMM • EN ✒ Mark Poole

™ & © 2023 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.

C 0661
CMM • EN ✒ Mark Poole

™ & © 2023 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.

C 0661
CMM • EN ✒ Mark Poole

™ & © 2023 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.

C 0661
CMM • EN ✒ Mark Poole

™ & © 2023 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.

C 0661
CMM • EN ✒ Mark Poole

™ & © 2023 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.

C 0661
CMM • EN ✒ Mark Poole

™ & © 2023 Wizards of the Coast