Birthing Ritual

1



Enchantment

At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.

M 0146
MH3 ★ EN Drew Tucker

™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual

1



Enchantment

At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.

M 0146
MH3 ★ EN Drew Tucker

™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual

1



Enchantment

At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.

M 0146
MH3 ★ EN Drew Tucker

™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual

1



Enchantment

At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.

M 0146
MH3 ★ EN Drew Tucker

™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast

Birthing Ritual 1
Enchantment
At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.
M 0146
MH3 ★ EN Drew Tucker
™ & © 2024 Wizards of the Coast