Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell



Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast

Rings a Bell

Enchantment

As Rings a Bell enters the battlefield, choose a word with four or more letters.

After you say the chosen word for the first time each turn, an opponent may ring or imitate a bell within five seconds. When no opponent does, draw a card.

Ding, ding, ding!

027/096 U
UND • EN ✍ Chris Seaman

™ & © 2020 Wizards of the Coast