Aladdin's Ring



Artifact

{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

"A good lamp will light your way. A good ring will clear it."
—Nervan, royal jeweler

Dave Dorman

™ & © 1993–2005 Wizards of the Coast, Inc. 286/350

Aladdin's Ring

Artifact

{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

"A good lamp will light your way. A good ring will clear it."
—Nervan, royal jeweler

Dave Dorman

™ & © 1993–2005 Wizards of the Coast, Inc. 286/350

Aladdin's Ring

Artifact

{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

"A good lamp will light your way. A good ring will clear it."
—Nervan, royal jeweler

Dave Dorman

™ & © 1993–2005 Wizards of the Coast, Inc. 286/350

Aladdin's Ring

Artifact

{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

"A good lamp will light your way. A good ring will clear it."
—Nervan, royal jeweler

Dave Dorman

™ & © 1993–2005 Wizards of the Coast, Inc. 286/350

Aladdin's Ring

Artifact

{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

"A good lamp will light your way. A good ring will clear it."
—Nervan, royal jeweler

Dave Dorman

™ & © 1993–2005 Wizards of the Coast, Inc. 286/350

Aladdin's Ring

Artifact

{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

"A good lamp will light your way. A good ring will clear it."
—Nervan, royal jeweler

Dave Dorman

™ & © 1993–2005 Wizards of the Coast, Inc. 286/350

Aladdin's Ring

Artifact

{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

"A good lamp will light your way. A good ring will clear it."
—Nervan, royal jeweler

Dave Dorman

™ & © 1993–2005 Wizards of the Coast, Inc. 286/350

Aladdin's Ring

Artifact

{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

"A good lamp will light your way. A good ring will clear it."
—Nervan, royal jeweler

Dave Dorman

™ & © 1993–2005 Wizards of the Coast, Inc. 286/350

Aladdin's Ring

Artifact

{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

"A good lamp will light your way. A good ring will clear it."
—Nervan, royal jeweler

Dave Dorman

™ & © 1993–2005 Wizards of the Coast, Inc. 286/350