
Sword of War and Peace
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Equipped creature gets +2/+2 and has protection from red and from white.
Whenever equipped creature deals combat damage to a player, Sword of War and Peace deals damage to that player equal to the number of cards in his or her hand and you gain 1 life for each card in your hand.
Equip 2
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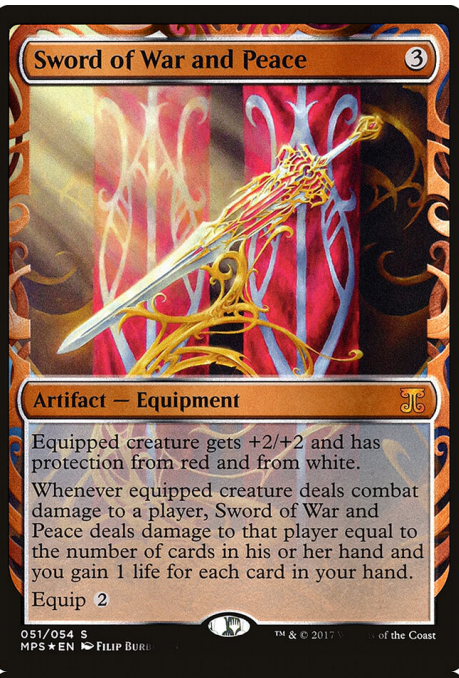
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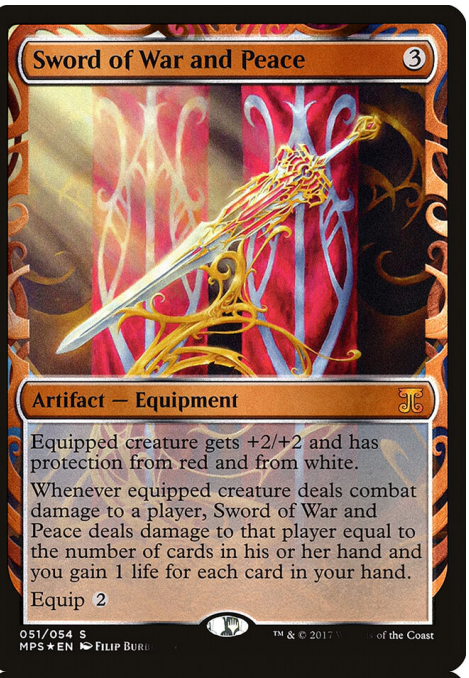
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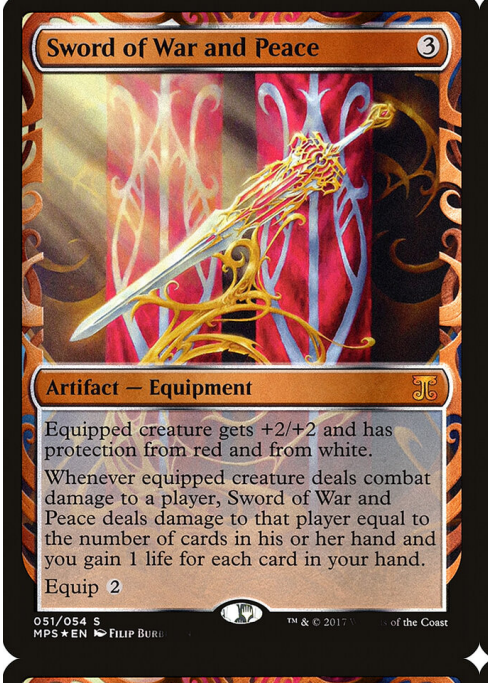
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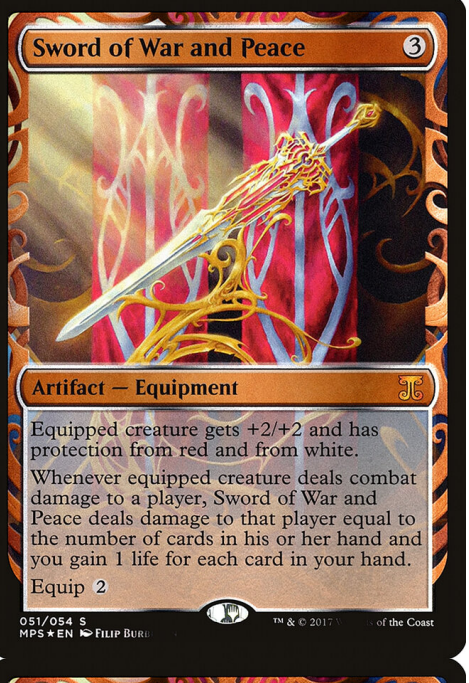
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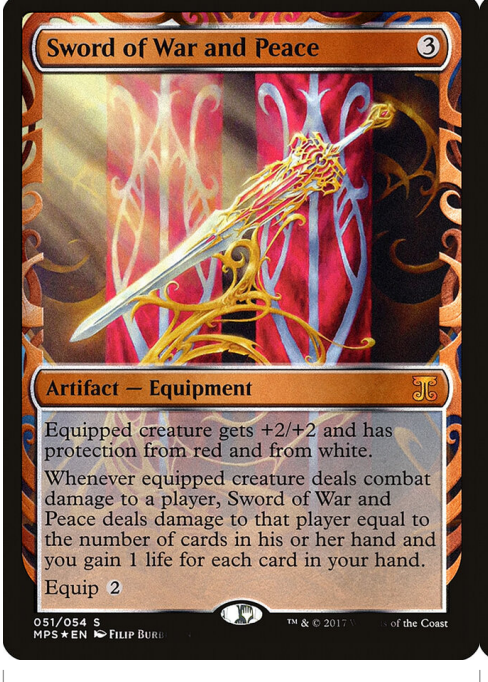
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