Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11

Sword of Fire and Ice 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.

Equip 2

Illus. Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 2/8 G11