## Sword of War and Peace 3



**Artifact — Equipment**

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 their hand and you gain 1 life for each card in your hand.

Equip 2

300/332 M
2XM • EN
Chris Rahn

™ & © 2020 Wizards of the Coast

Sword of War and Peace 3

Artifact — Equipment

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 their hand and you gain 1 life for each card in your hand.

Equip 2

300/332 M
2XM • EN
Chris Rahn

™ & © 2020 Wizards of the Coast

Sword of War and Peace 3

Artifact — Equipment

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 their hand and you gain 1 life for each card in your hand.

Equip 2

300/332 M
2XM • EN
Chris Rahn

™ & © 2020 Wizards of the Coast

Sword of War and Peace 3

Artifact — Equipment

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 their hand and you gain 1 life for each card in your hand.

Equip 2

300/332 M
2XM • EN
Chris Rahn

™ & © 2020 Wizards of the Coast

Sword of War and Peace 3

Artifact — Equipment

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 their hand and you gain 1 life for each card in your hand.

Equip 2

300/332 M
2XM • EN
Chris Rahn

™ & © 2020 Wizards of the Coast

Sword of War and Peace 3

Artifact — Equipment

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 their hand and you gain 1 life for each card in your hand.

Equip 2

300/332 M
2XM • EN
Chris Rahn

™ & © 2020 Wizards of the Coast

Sword of War and Peace 3

Artifact — Equipment

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 their hand and you gain 1 life for each card in your hand.

Equip 2

300/332 M
2XM • EN
Chris Rahn

™ & © 2020 Wizards of the Coast

Sword of War and Peace 3

Artifact — Equipment

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 their hand and you gain 1 life for each card in your hand.

Equip 2

300/332 M
2XM • EN
Chris Rahn

™ & © 2020 Wizards of the Coast

Sword of War and Peace 3

Artifact — Equipment

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 their hand and you gain 1 life for each card in your hand.

Equip 2

300/332 M
2XM • EN
Chris Rahn

™ & © 2020 Wizards of the Coast

Sword of War and Peace 3

Artifact — Equipment

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 their hand and you gain 1 life for each card in your hand.

Equip 2

300/332 M
2XM • EN
Chris Rahn

™ & © 2020 Wizards of the Coast