**Sword of Fire and Ice and War and Peace** 6

**Artifact — Equipment** R

Equipped creature gets +4/+4 and has protection from white, blue, and red. Whenever equipped creature deals combat damage to an opponent, Sword of Fire and Ice and War and Peace deals 2 damage to any target and you draw a card. Then, it deals damage to defending player equal to the number of cards in their hand and you gain 1 life for each card in your hand.
Equip 4

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