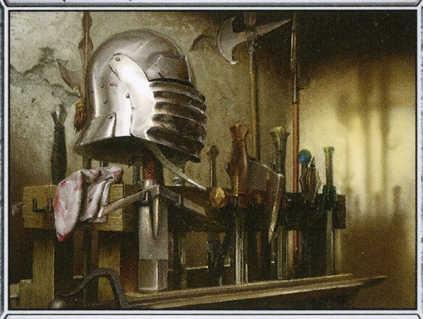
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Artifact

Weapon Rack enters the battlefield with three +1/+1 counters on it.

: Move a +1/+1 counter from Weapon Rack onto target creature. Activate only as a sorcery.

No weapon stays on the rack for long in the Burning Yard.

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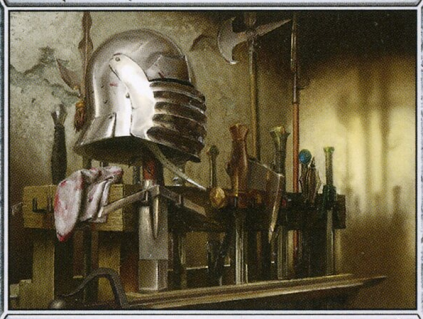
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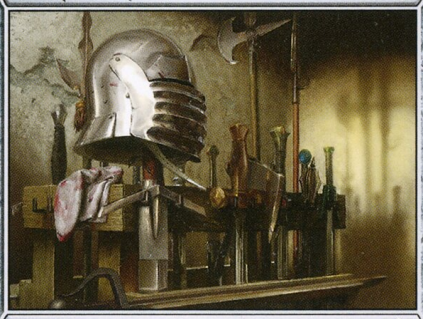
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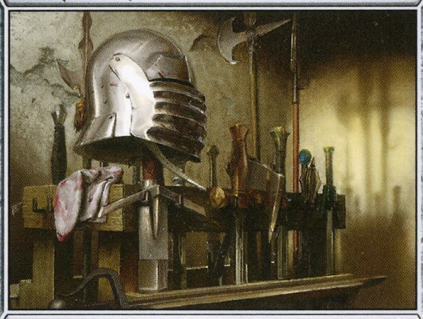
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