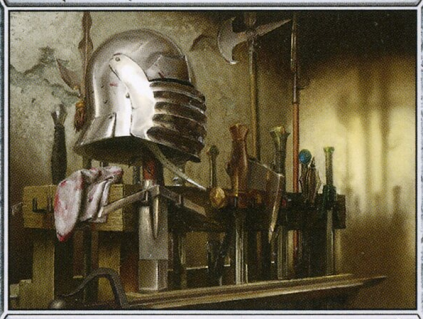
Weapon Rack 4



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.

807 C
J22 • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Weapon Rack 4



Artifact

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

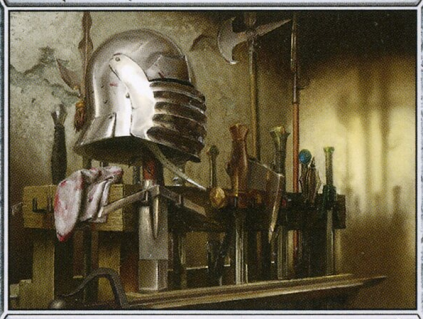
: Move a +1/+1 counter from Weapon Rack onto target creature. Activate only as a sorcery.

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

807 C
J22 • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Weapon Rack 4



Artifact

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

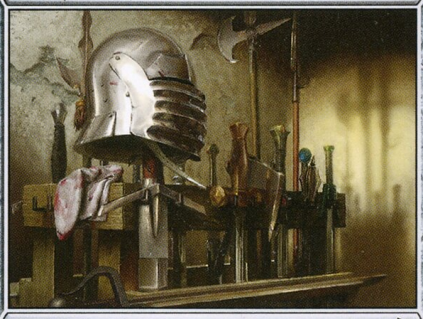
: Move a +1/+1 counter from Weapon Rack onto target creature. Activate only as a sorcery.

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

807 C
J22 • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Weapon Rack 4



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.

807 C
J22 • EN Joe Slucher

™ & © 2022 Wizards of the Coast