At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint



Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast

At Knifepoint

Enchantment

As long as it's your turn, outlaws you control have first strike. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

U 0193
OTJ • EN Francisco Miyara

™ & © 2024 Wizards of the Coast