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.

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